

FIREARMS! DX



Firearms! DX

A Modern Day Firearms Compendium for the Tri-Stat DX Role-playing Game System

Version 1.0

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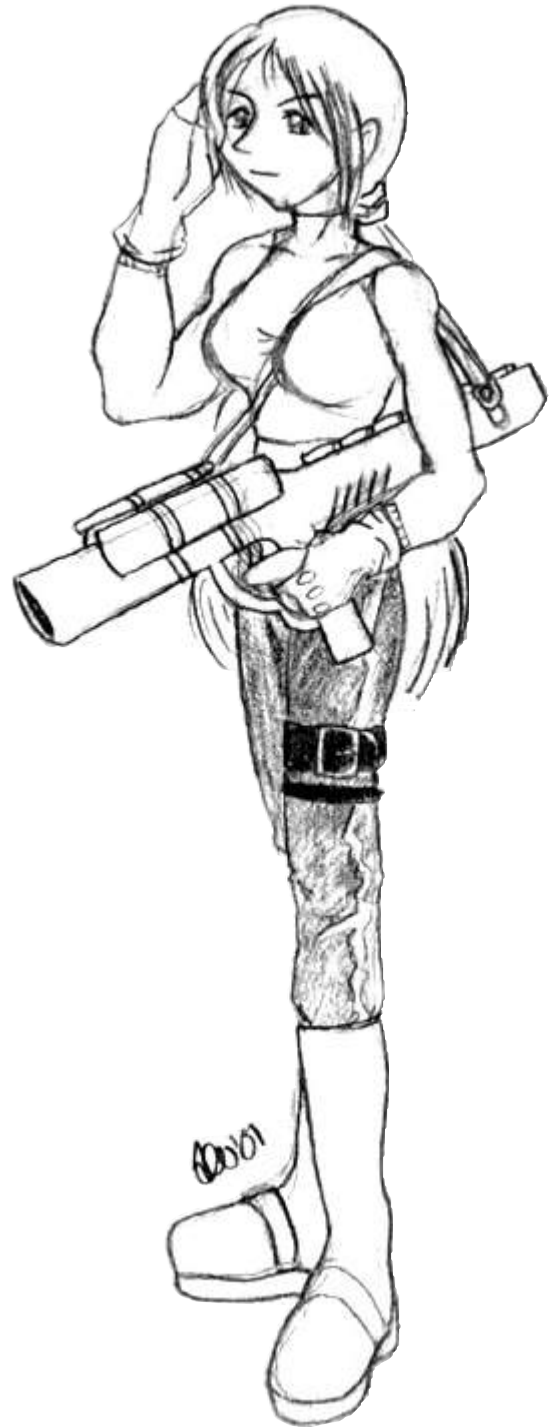
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Introduction

Welcome to **Firearms DX**, a fan-created sourcebook on firearms for **Tri-stat DX**. This book was made specifically for modern day weapons in mind, but I have listed generic primitive and space-age weapons at the end. The book will list handguns, revolvers, assault rifles, hunting and sporting rifles, and sniper rifles, along with some of the heavier weapons, like a (barely!) man-portable gatling gun and the flamethrower. This totals over a 100+ weapons! It will even include various 'oddities' like a .38 cal cigar or the Stick Foam Sprayer. Because of the nature of this book, I must confess that I am not a vary knowledgeable when it comes to firearms. While writing this I tried to be as accurate as possible for each weapon detailed in this book. This doesn't mean that what is found within Firearms! DX is 100% accurate and shouldn't be used as a reference when dealing with real firearms, there are many books on the subject that provide a lot more useful.

Brief History on Firearms

From: Gunnery Network.com

At first, small arms were nothing more than small, hand-held muzzle loading cannons (Hand Cannon). They were fired by placing a small flame at the touchhole. In the matchlock, the first modern handgun, a trigger moved the flame to the touchhole; in its successors, the wheel lock and flintlock, a spark producing mechanism ignited the gun powder charge.

Among early weapons of this kind were the musket, fired from the shoulder, and the pistol, held and fired with one hand. The rifle, invented in the 15th century, is a firearm with a rifled bore (that is, with spiral grooves that impart a spinning motion to the bullet, giving it greater accuracy). Rifles first came into widespread use in the American colonies. Two major innovations of the early 19th century were the percussion cap, a small capsule filled with fulminate of mercury that exploded when struck and fired the gun instantly; and the gas-expanding bullet, which, after being dropped down the barrel of a rifle, would expand when fired to fit the barrel's rifling. Both sides in the U.S. CIVIL WAR used a rifled musket. Thereafter, all guns became rifled with the exception of the shotgun, a smooth-bored, short-range gun firing a single slug or several small shot. Practical breech-loading, or rear-loading, firearms came into general use about 1870; by the 1880s magazine loading, smokeless powder, and bolt action had been introduced. Although a crude revolving pistol existed in the late 16th century, the modern revolver was introduced c.1835 by Samuel COLT. Colt's revolving cylinder permitted his gun to be fired six times without reloading.

The revolver and the magazine-loading rifle were the standard small arms of the later 19th century, but around 1900 a host of new automatic weapons were developed. The heavy Gatling gun, used in the U.S. Civil War, was the forerunner of the modern, rapid-firing machine gun, which achieved its full potential during the trench warfare of World War I and remains an important military firearm.

The 1920s saw the development of submachine guns, notably the Thompson submachine gun (or Tommy gun), an easily portable automatic weapon that fired 450-600 cartridges per minute. During World War II the bolt-action rifle was supplanted by the semiautomatic Garand rifle-a lightweight, self-loading, clip-fed shoulder weapon; it was used by U.S. forces through the KOREAN WAR. The American M-16 rifle, still widely used, can fire accurately up to 500 yd (460 m) when hand-held and up to 800 yd (730 m) when mounted. Other effective weapons include the Russian AK-47 Kalashnikov automatic rifle and the Israeli Uzi submachine gun.

Firearm Terms

From: Netbook of Modern Firearms

The following is a list of terms found within this book. This isn't a truly comprehensive listing, but a general line-up of some of the terms found within Firearms! DX. In light that I don't have any sort of book that has such a list, I have used the list found on the *Netbook of Modern Firearms* site, by Kitsune and Mischa.

Automatic Pistols: A pistol that uses part of the energy of the firing of a cartridge to operate a mechanism that ejects the spent cartridge and loads a new cartridge from a magazine. The most widely used versions of automatic pistols all use the recoil energy of firing a cartridge, but some versions use the gas pressure inside

the barrel to operate a mechanism. This usually means a (slight) loss of muzzle velocity when compared to weapons that use recoil energy. Usually a semi-automatic action, which means that the trigger has to be pulled for each time that a weapon must fire, although fully automatic pistols are available. Automatic pistols can carry one more round than magazine capacity because one extra bullet can be carried in the gun's firing chamber.

Double Action: Semi Automatic pistol that whenever the trigger is pulled, the hammer will go back and then strike the firing pin. After the first shot, the slide will recock the hammer meaning that it does not have to be cocked for every shot. Most new automatics are of this type.

Double Action Only: Semi Automatic pistol that whenever the trigger is pulled, the hammer will go back and then strike the firing pin. After the first shot, the slide will NOT recock the hammer.

Single Action: Pulling the trigger will only drop the hammer. This means that before the first shot, the hammer must be cocked. After the first shot, the slide will recock the hammer meaning that it does not have to be cocked for every shot.

Revolvers: Revolvers are all those handguns that hold their supply of bullets in a rotating cylinder, in which chambers have been drilled. Upon firing the gun the cylinder turns to place a chamber in front of the barrel, after which the load in this chamber is fired. Upon firing the weapon again this process repeats itself. The rotating mechanism is USUALLY operated by the mechanical force that the shooter puts into pulling the trigger. However, a few weapons have (and are) being made that rotate the cylinder by using the recoil energy of the firing of the weapon.

Double Action: Whenever the trigger is pulled, the hammer will go back and then strike the firing pin. You can also normally pull the hammer back manually for a more accurate shot. Most new revolvers are of this type.

Single Action: Pulling the trigger will only drop the hammer. This means that before every shot, the hammer must be cocked.

Single Shot Pistol: A pistol, which holds only one round in the chamber, and has no magazine. Reloading is by hand, and can be rather time consuming. Usually reserved for very heavy cartridges, and for hunting weapons, where the need for fast reloads is not essential.

Single Shot Rifle: A rifle, which holds only one round in the chamber, and has no magazine. Reloading is by hand, and can be rather time consuming. Usually reserved for very heavy cartridges, and for hunting weapons, where the need for fast reloads is not essential.

Single Shot Repeating: Under this category fall weapons which do have a magazine, but where the shooter has to manually operate a mechanism by which the spent cartridge is ejected, and a new one is loaded from the magazine.

Submachine Guns: A weapon, which fires a pistol caliber cartridge by means of a automatic mechanism. Submachine guns use a large, replaceable magazine, and some (Military and Police Models) have the ability to fire fully automatic, or in bursts. A heavier and larger weapon than a pistol, which aids in its controllability (yes, this is a vague description, as it is a vague category)

Automatic Rifles: A rifle that uses part of the energy of the firing of a cartridge to operate a mechanism that ejects the spent cartridge and loads a new cartridge from a magazine. Most automatic rifles use part of the gas pressure inside of the barrel to operate their mechanism, although recoil operated weapons of this type also exist.



Assault Rifle: This term came into being after the German Army introduced in WWII a weapon with a large replaceable box magazine, and was (relatively) crudely made, with a distinct look. It was called the MP44, or Sturmgewehr (assault rifle). Interestingly, the MP part stood for Machine Pistole, or Submachine gun. Its current use is really a misnomer, since this nowadays refers to any Automatic rifle, which has a replaceable box-type magazine, and has a certain "military" look. As this has become mostly a "Politically Correct" term, without any real value, it is exceedingly unclear which automatic rifles are, and which are not "Assault Rifles".

Assault Weapon: As defined by US federal law, mainly any semiautomatic rifle having two or more of certain (mainly cosmetic) features common among assault rifles, such as a collapsible stock, pistol grip that extends below the main part of the frame, bayonet lug, or flash hider. It also applies to certain shotguns and handguns. The term is also used loosely to mean any rifle with a military appearance, especially ones that look like a specific assault rifle or submachine gun; this is what the media mean when they talk about "military-style" guns. The classic examples are the AR-15 (semiautomatic precursor to the M-16), and the AKM-47, AK-47S, or MAK-90 (semiautomatic versions of the AK-47). Note that assault rifles and "assault weapons" differ mainly in that the former are fully automatic and the latter are semiautomatic. This may sound like a picky technical difference, but it's huge. Functionally, assault rifles work like machine guns (i.e., can "spray bullets"), while so-called "assault weapons" are no different from many very common hunting or target rifles. The term "assault weapon" was coined by Josh Sugarmann of the (anti-gun) Violence Policy Center, precisely to engender exactly such confusion. This is not an idle accusation; he proudly boasts of fooling so many people with this ploy. Furthermore, contrary to the propaganda that they are unsuitable for sporting purposes (which is not what the Second Amendment is about anyway), they are very frequently seen at target ranges and on hunts.

Bolt Action Rifle: A rifle, which has a movable bolt, which is used to lock a cartridge into the chamber. This kind of weapon can be had with, or without, a magazine. If the weapon holds a magazine, then the action of pulling back the bolt ejects the cartridge (spent or not) currently in the chamber. Moving the bolt forward will strip a cartridge out of the magazine, and chamber it. In all cases the act of moving the bolt backward and forward will arm the firing pin of the weapon.

Sniper Rifle: Any rifle, be it Automatic, Bolt Action, or Single Shot which has been specially prepared to be extremely accurate at longer ranges. Usually incorporates a heavy barrel, an adjustable scope, an



adjustable stock, and is often meant to fire only a few types of ammunition for best accuracy. The best such rifles can, in the hands of a skilled marksman, be used to hit persons at more than a

kilometers distance.

Machine Guns: A weapon which fires rifle ammunition, with the ability to do so for long periods of fully automatic fire. Has a specially reinforced mechanism for such sustained fire, and often sports quickly interchangeable barrels as well. The most common versions are all fed by means of a belt of linked cartridges. These weapons are often considerably heavier than a normal rifle, and are mostly used in a supportive role. Recoil at full automatic fire is great, and a Bi- or Tripod is often used to control the weapon. Rambo fires a Machine gun from the hip in his First Blood series, but this is a HIGHLY UNREALISTIC portrayal of the use of these weapons. The recoils should have spun him around, or thrown him to the ground after a few shots.

Semi Automatic: The firearm is designed so that it will fire one round for each time the trigger is pulled. This can be as rapidly or slowly as the trigger is pulled.

Fully Automatic: The firearm is designed so that when the trigger is pulled, the weapon will continue firing rounds without further trigger pulls. In the United States, fully automatic weapons are only legal to the military, law enforcement, and to a few collectors.

Caliber: Roughly speaking, the diameter of the bullet. This may be expressed in hundredths of an inch (for instance, "45 caliber" or ".45 caliber" means 0.45 inches across), or in millimeters (such as "9mm"). With handguns, generally speaking, the higher this measurement (after translating to the same units), the more powerful the cartridge used. With rifles, this rule is much less reliable, since the length of the cartridge (and

thus the space available to hold gunpowder), and also the length of the bullet, can vary so much more. (There are some quirks, however, in that some bullets are, or historically were, "heeled". This means that the bullet has a sudden small narrowing step as it enters the casing, usually resulting in the bullet being of the same diameter as the casing. Nowadays, .22 is almost the only heeled bullet in common use. The .38 bullets used to be heeled, but are not any more; this is why .38 Special and .357 Magnum bullets are identical (at .357" in diameter), though the .357 Magnum cartridge is slightly longer.)

Cartridge: A complete unit of ammunition for small arms consisting of a cartridge case, primer, propellant, and projectile(s), which is inserted into the firing chamber.

Clip: A device for holding cartridges for loading.

Magazine: The part of the gun where the bullets are kept for loading into the chamber. This may be an internal magazine, which does not extend outside the main body of the gun, or external, which does. It may be fixed in place, or detachable. All four combinations are possible. It is the detachable magazine, that most people mistakenly call a clip. The crucial difference between a clip and a magazine is that the magazine contains the spring that pushes cartridges up in order for them to be pushed into the chamber. into a magazine. The crucial difference between a clip and a magazine is that the magazine contains the spring that pushes cartridges up in order for them to be pushed into the gun's chamber. Therefore, the thing that most people call a clip is in fact a magazine.

Suppressor, or Silencer: A device that attaches to a firearm, for the purpose of reducing the audible sound of firing. This absolutely cannot make a firearm completely silent, since there is always some noise from the firing gases, and from the operation of the firearm (at least the striker or hammer falling, and possibly the cycling of the action). Thus, the popular term "silencer" is rather misleading, so firearm enthusiasts prefer the term "suppressor" or "sound suppressor". A gun so equipped is said to be "suppressed". Suppressors work mainly by allowing the gas to expand more slowly, and therefore with less noise, much like a car's muffler.

In the USA, these are covered by the same federal law as fully automatic guns (not illegal, but heavily regulated), so most Americans think of them as useful only for spies, assassins, and such unsavory folk. In most other countries, however, it is highly encouraged to use them for hunting, target practice, etc., so as to reduce noise pollution! (Of course, in most other countries, though the suppressor may be easy to get, the gun to put it on may be another story entirely....)

They are generally found on pistols, sometimes on rifles, on the occasional submachine gun, and once in a blue moon even on a shotgun. They are almost never found on revolvers, since the gap between the cylinder and the barrel allows gas to escape there at high velocity (and therefore high noise). There is, however, an old and fairly rare line of revolvers (Russian, late 1800s), in which the cylinder pressed forward during firing, so that the cartridge casing actually entered the barrel, forming a gas-tight seal as in the chamber of a pistol.

Effective Range: The range in which a competent and trained individual using the firearm has the ability to hit a target sixty to eighty percent of the time. This ability to hit the target is effected by the length of the barrel of the firearm, the actual cartridge fired, and quality of construction. In reality, most firearms have a true range much greater than this but the likely-hood of hitting a target is poor at greater than effective range. In the firearm lists, the effective ranges are based on personal knowledge and palladium books materials. There seems to be no good formula for the effective ranges of the various firearms.

Spray and Pray: A term often used to refer to the very poor and dangerous practice of rapidly firing many shots at a target as possible in the hope that one or more may hit the target. This practice is a danger not only to bystanders but also to the shooter as relying on luck to stop an assault can get one killed. This practice became common in law enforcement circles with the advent of large magazine capacity 9mm semiautomatic pistols. It is often referred to as "Glocking" in deference to the 17 round capacity of some Glock pistols.

Sprayer: This is a term I used to describe any weapon that 'sprays' their contents when used. The flamethrower is a archetype of this weapon.



Weapon Classes

In this sourcebook, the firearms here will be presented and split into different classes. These are described briefly below:

Simple Class Rundown

Handguns: Any firearm that can be fired single-handedly, be it revolver or auto pistol.

Machine Pistols: Machine Pistols are any handgun with auto-fire capability or small submachine gun.

Submachine Guns: This group encompasses all non-pistol sized submachine guns.

Battle Rifles: Any rifle of over .30 caliber (7.62mm) used by the military with auto-fire capability.

Automatic Rifles: These are the chosen auto-fire rifles of many of the world militaries.

Repeating Rifles: This group consists of all manually operated rifles (bolt-action, lever-action, etc).

Sniper Rifles: Any rifle used specifically for a sniping role, like the M24 SWS or H&K PSG-1.

Anti-Material Rifles: Any large caliber rifle, like the Barret M82A1 or the 12.7mm Gerpard M1A1.

Shotguns: This encompasses all the different types of shotguns, including semi-automatic shotguns.

Machine Guns: This group consists of the various machine guns.

Launchers: This class of weapons is a heavy weapon that is used to fire a large projectile of great destructive power, like a rocket-propelled grenade or a grenade launcher.

Sprayers: This class is for weapons that spray their contents when used. A prime example of this is the flamethrower.

Heavy Weapons: This is a catch-all class for miscellaneous heavy weapons.

Oddities: This class consists of the weird and strange weapons that cannot be fit into the above groups.

Explosives: Any substance or material that can explode in the right conditions.

Weapon Ranges

In *HR&GB*, they have all weapons either have one of three ranges; Short, normal, and Long range. Most weapons fall within the normal range, but this is because Long range weapons are suppose to have a range of 5 km (3 miles) or more. In this sourcebook, I have listed the typical ranges of each weapon class and in the individual weapon descriptions, I have listed the weapon's normal range. I have also ruled that the Long Range ability applies to anything farther than 1,000 meters.

<u>Weapon Type</u>	<u>Range (meters)</u>	<u>Range (feet)</u>
Auto Pistol, Revolver, and Machine Pistols	50 meters	165 ft.
Shotguns	90 meters	300 ft.
Submachine Guns	100 meters	330 ft.
Rifles	600 meters	1,980 ft.
Automatic Rifles	500 meters	1,650 ft.

Sniper Rifles	600 meters	1,980 ft.
Light Machine Gun	500 meters	1,650 ft.
Heavy Machine Gun	1,000 meters	3,300 ft.
Anti-Material Rifle	1,000 meters	3,300 ft.
Grenade Launchers	400 meters	1,320 ft.
Grenade Launcher Machine Guns	1,200 meters	3,960 ft.
Rifle Grenades	100 meters	330 ft.
Rocket-Propelled Grenades	500 meters	1,650 ft.
Stinger Missile System	8 km	5 miles
Flamethrower	30 meters	100 ft.
Sprayers	10 meters	30 ft.



Explanation of Weapon Tables

Template: What weapon template each firearm is based upon. I have stuck with the original templates found in *Hot Rods & Gun Bunnies* sourcebook, even though I have made some custom ones.

DX Damage: The damage done by the weapon. This is a generic damage rating if not using the *Damage by Caliber* rule.

Abilities: What weapon abilities the weapon incorporates.

Disabilities: What weapon disabilities the weapon suffers from.

Features: What features and/or accessories the weapon has or comes with.

Skill: What skill is needed to use the weapon effectively.

Type: If the weapon is either a Minor or Major item.

Caliber: The caliber of the weapon.

Range: The range of the weapon. What is listed isn't the weapon's maximum range, but is the distance where the weapon's accuracy starts to drop dramatically. If I didn't have the specific weapon's range, I listed the typical range for that class of weapon. See *Weapon Classes* above for more information.



Chapter 1: Handguns

Handguns are small firearms that have no shoulder stock and can be fired one-handed. The variety of handguns out there come in three types; revolvers, auto-loading pistols, or auto pistols, and specialty pistols; each type has its merits and its flaws. Every handgun type is designed around a common mechanism principle, that of firing the weapon and reloading new ammunition. Revolvers use a cylinder to cycle through the weapon's ammunition and have a hammer to fire the gun. Auto pistols use a firing pin and a box magazine in the handle. The Specialty pistols are unique in that they can have any form of the firing and ammunition mechanisms.

Auto Pistols

Auto-loading pistols, or auto pistols, are the most common handgun seen today. They have a wide range of size, design, and calibers. The main thing that is almost always the same is that they use a firing pin to fire the ammunition, which causes a series of events that leads to unloading the spent cartridge and the loading of a new one, all with each pull of the trigger. While most handguns have a large ammo capacity (typically ranging from 10 to 20 rounds), they suffer from jams. Unlike revolvers, the auto pistol uses the recoil or gas from firing to reload the weapon, so an underpowered round won't have enough power to do this. Another flaw for auto pistols is that some of the more powerful cartridges, like the .454 Casull or .50 Action Express, can barely be controlled when firing and are very bulky in size.

Revolvers

The revolver is a handgun with a rotating chamber that holds the weapon's ammunition, the type of pistols that the cowboys of the Wild West had used. Nowadays, revolvers are still around, but are being forgotten for the auto-loading pistols. While the revolver typically has a low ammo count, bulky in size, and is slow at reloading (which is why the Speed-loader was made), the revolver is more reliable in that if a round doesn't fire, a new round can be used by skipping the dud round, while in auto pistols, such under-powered cartridges cause jams in the gun. Another thing going for the revolver is that they can handle such powerful rounds like the .454 Casull and .475 Linebaugh, auto pistols can't.

Another thing to about revolvers is that they come in two varieties; Single-action and Double-action. To put it simply, a Single-action revolver requires the hammer to be manually pulled back, which also rotates the chamber for a new round, and the pulling of the trigger will release the hammer, firing the gun. The Double-action revolver gets rid of the need to manually pull the hammer. A Double-action revolver can have the hammer pulled back like a Single-action, but doesn't require it. As the trigger is pulled, the hammer automatically goes back, and also rotates the chamber for a new round. When the trigger is pulled all the way back, the hammer strikes, firing the weapon.

Specialty Pistols

There are more handguns that are unique in that they were designed for a single purpose or function. Target handguns, pistols firing rifle rounds, and other handguns with a unique design are all Specialty pistols. Since all Specialty pistols are unique, it would be impossible to describe a typical Specialty pistol.

Below is a list of some of the World's handguns from around the globe:

Automatic Pistols

Pocket Pistol

Also known as a derringer or backup pistol, the pocket pistol is a small pistol holding from 1 to 4 rounds of ammunition. I haven't seen any information about specific models, I made a generic template for them all.

Specifications

Template: Light Auto Pistol (Pocket Pistol)
DX Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 3 or 2 (1 to 4 rounds), Short Range, Low Penetration
Features: Snub-Nose
Skill: Gun Combat (pocket pistol)
Type: Minor
Caliber: .22 to .45
Range: 30 feet (9.1 meters)

AMT Backup Pistols

AMT has made two versions of their backup pistols, the .380 and the .45 ACP. A very small Double Action Only backup weapon, made entirely from stainless steel, and it is highly concealable. It has a 5 shot magazine, with the magazine release in the heel of the grip. The .45 ACP Backup is the smallest .45 ACP automatic pistol on the market at this time.

Specifications

Template: Light or Medium Auto Pistol (.45)
DX Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 2 (5), Short Range, Low Penetration (.45 doesn't have this)
Features: Snub-Nose
Skill: Gun Combat (pistol)
Type: Minor
Caliber: .380 ACP or .45 ACP
Range: 75 feet (22.9 meters)

AMT Original Automag

This large single-action pistol was originally designed by Harry Sanford. When it was introduced in the 70s, this was the first pistol chambered for high-powered magnum cartridges. After Harry Sanford died, the AMT company decided to produce a limited number of Automags in the .44 caliber. The magazine holds 7 rounds.

Specifications

Template: Heavy Auto Pistol
DX Damage: 10
Abilities: Concealable
Disabilities: Limited Shots 1 (7), Short Range
Features: None
Skill: Gun Combat (pistol)
Type: Minor
Caliber: .44
Range: 165 feet (50 meters)

AMT Automag III

The AMT Automag III is a large semi-automatic pistol chambered to fire the .30 carbine cartridge, a caliber used in light rifles and the M-1 Carbine, being the first pistol to do so successfully. It has a 8 round magazine and is made of stainless steel.

Specifications

Template: Heavy Auto Pistol
DX Damage: 10
Abilities: Concealable
Disabilities: Limited Shots 1 (8), Short Range
Features: None
Skill: Gun Combat (pistol)
Type: Minor
Caliber: .30
Range: 165 feet (50 meters)

Beretta Cougar

A double action semi automatic pistol, this gun is remarkable because it features a rotating barrel for lockup, the only production gun to do so at this point in time, ever since Colt withdrew its 2000 model from the market. The Cougar is a medium sized pistol, and is quite ergonomically build. Available in either 9 mm, .40 S&W or .45 ACP, it has a magazine that will hold 10 shots of 9 mm and .40 S&W, and 8 shots of .45 ACP.

Specifications

Template: Medium Auto Pistol
DX Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 1 (10 for 9mm and .40, or 8 for .45), Short Range
Features: None
Skill: Gun Combat (pistol)
Type: Minor
Caliber: 9mm, .40, .45
Range: 165 feet (50 meters)

Beretta M92

A double action semi automatic pistol, it became famous for its controversial adoption by the US Army. It is available in a variety of finishes and actions, but none differ much. The 9 mm version has a 15 shot magazine, the .40 S&W version a 10 shot magazine.

Specifications

Template: Medium Auto Pistol
DX Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 1 (15 for 9mm, 10 for .40), Short Range
Features: None
Skill: Gun Combat (pistol)
Type: Minor
Caliber: 9mm, .45
Range: 165 feet (50 meters)

Browning BD

The latest design from Browning, this is a slim 9mm gun with a standard Double Action, which can be switched to Double Action Only by turning a screw on the left side of the slide.

Specifications

Template: Medium Auto Pistol
DX Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 1 (15), Short Range
Features: None
Skill: Gun Combat (pistol)
Type: Minor
Caliber: 9mm
Range: 165 feet (50 meters)

Colt Delta Elite

A large caliber pistol based upon the Colt M1911A1, but slightly modified to fire the 10 mm round. Just like the M1911A1 it is available in several finishes, and a large amount of parts are interchangeable between the two guns. It uses 8 round magazines, although 9 round magazines are available.

Specifications

Template: Heavy Auto Pistol
DX Damage: 10
Abilities: Concealable
Disabilities: Limited Shots 1 (8), Short Range
Features: None
Skill: Gun Combat (pistol)
Type: Major
Caliber: 10mm
Range: 165 feet (50 meters)

Colt M1911A1

The venerable Colt 1911A1 pistol has served the US army, police, and numerous other groups around the world for decades. It is a .45 caliber single-action, semi-automatic pistol. Due to its single-action mechanism, it is prone to a sudden discharge of a round when knocked or bumped around. It has a standard 7 round magazine, with aftermarket versions that can hold upto 9 or 10 rounds.

Specifications

Template: Medium Auto Pistol
DX Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 1 (7), Short Range, Drop Fire
Features: None
Skill: Gun Combat (pistol)
Type: Minor
Caliber: .45, .38
Range: 165 feet (50 meters)

CZ-75

This pistol was made in the Czech Republic and is a double-action, semi-auto pistol chambered for 9mm caliber rounds. It has a 15 round magazine.

Specifications

Template: Medium Auto Pistol
DX Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 1 (15)
Features: None
Skill: Gun Combat (pistol)
Type: Minor
Caliber: 9mm, .40
Range: 165 feet (50 meters)

CZ-97B

The Czech Republic CZ-97B is a double-action, semi-auto pistol chambered for .45 ACP. The magazine for the CZ-97B holds ten rounds of ammunition.

Specifications

Template: Heavy Auto Pistol
DX Damage: 10
Abilities: Concealable
Disabilities: Limited Shots 1 (10), Short Range
Features: None
Skill: Gun Combat (pistol)
Type: Major
Caliber: .45 ACP
Range: 165 feet (50 meters)

CZ-100

The CZ-100 is a Double Action Only gun from the makers of the CZ 75. The magazine holds thirteen rounds of 9mm ammo and the .40 S&W version holds twelve rounds.

Specifications

Template: Medium Auto Pistol
DX Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 1 (13 for 9mm, 12 for .40), Short Range
Features: None
Skill: Gun Combat (pistol)
Type: Minor
Caliber: 9mm, .40
Range: 165 feet (50 meters)

Fabrique National FiveSevenN

A rather unusual looking gun, made to fire the new armor piercing SS-190 round. It looks as if it is made entirely from plastic, but although the grip really is all polymer with a few metal inserts, the slide is still steel, covered with plastic. The gun is meant for military and police use, and will not be sold to civilian interests. Of note are the high magazine capacity, 20 rounds, and the caliber's long effective range, even in a pistol.

Specifications

Template: Heavy Auto Pistol
DX Damage: 10
Abilities: Concealable
Disabilities: Limited Shots 1 (20), Short Range
Features: None
Skill: Gun Combat (pistol)
Type: Major
Caliber: SS190 (5.7mm x 28mm)
Range: 393 feet (120 meters)

Glock 17 / 22 / 23

Glock auto pistols are known for their polymer frame and their reliability. The Glock 17 is a polymer-framed, 9mm pistol with 17 rounds capacity. The Glock 22 looks like the model 17, but it fires the .40 S&W caliber round and 15 round ammo capacity. The compact version of the 22, the Glock 23, has been adapted by several police forces as their standard sidearm. The Glock 23 has a 13 round ammo capacity.

Specifications

Template: Medium Auto Pistol
DX Damage: 5
Abilities: Concealable, Reliable
Disabilities: Limited Shots 1 (17 for Glock 17; 15 for Glock 22, 13 for Glock 23), Short Range
Features: None
Skill: Gun Combat (pistol)
Type: Minor
Caliber: 9mm (Glock 17), .40 (Glock 22 and 23)
Range: 165 feet (50 meters)

Glock 20 / 21

A slightly larger version of the Glock 17, this gun fires the powerful 10mm round. The model 21 is exactly the same, only it fires the .45 ACP cartridge, and has a slightly lower magazine capacity. Several police forces have adopted these weapons as their standard sidearm.

Specifications

Template: Heavy Auto Pistol
DX Damage: 10
Abilities: Concealable
Disabilities: Limited Shots 1 (15 for Glock 20, 13 for Glock 21), Short Range
Features: None
Skill: Gun Combat (pistol)
Type: Major
Caliber: 10mm (Glock 20), .45 (Glock 21)
Range: 165 feet (50 meters)

Glock 26 / 27

A subcompact version of the Glock 17, this is one of the smallest high capacity 9mm handguns currently available. The same goes for the Glock model 27, which is the .40 S&W version of the model 26.

Specifications

Template: Medium Auto Pistol
DX Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 1 (10 for both), Short Range
Features: Snub-Nose
Skill: Gun Combat (pistol)
Type: Minor
Caliber: 9mm (Glock 26), .40 (Glock 27)
Range: 165 feet (50 meters)

Glock 29 / 30

A subcompact version of the Glock 20, this is one of the smallest high capacity 10mm handguns currently available. The same goes for the model 30, only this is chambered for the .45 ACP cartridge.

Specifications

Template: Heavy Auto Pistol
DX Damage: 10
Abilities: Concealable
Disabilities: Limited Shots 1 (10 for Glock 29, 9 for Glock 30), Short Range
Features: Snub-Nose
Skill: Gun Combat (pistol)
Type: Major
Caliber: 10mm (Glock 29), .45 ACP (Glock 30)
Range: 165 feet (50 meters)

Glock 18

The Glock 18 is a 9mm auto pistol with a 3-round burst setting and has a normal ammo capacity of 17, but there is aftermarket extended, 30-round clips available.

Specifications

Template: Medium Auto Pistol
DX Damage: 5
Abilities: Concealable, Autofire 1
Disabilities: Limited Shots 1 (17 or 30), Short Range
Features: None
Skill: Gun Combat (pistol)
Type: Major
Caliber: 9mm
Range: 165 feet (50 meters)

Heckler & Koch Mark 23

The Mark 23 is a .45 ACP semi-automatic pistol that the US armed forces SOCOM (Special Operations Command) chose to arm groups like the Navy SEALs. The weapon can accept a silencer and an attachment for a laser/infrared spotlight. The magazine holds 12 rounds, and is made of stainless steel. The gun is very reliable and function in most of the worst combat environments. The most heard complaint about the gun is that it is too big for comfortable carry, and it is rumored that several Navy SEAL members now carry the H&K USP in .45 ACP, which has been derived from the Mark 23, but is somewhat more handy. This handgun is also referred to as the SOCOM gun. There is also a Mod. 0 version of the gun which has a built-in flashlight attachment or laser pointer.

Specifications

Template: Heavy Auto Pistol
DX Damage: 10
Abilities: Concealable, Reliable
Disabilities: Limited Shots 1 (12), Short Range
Features: None
Skill: Gun Combat (pistol)
Type: Major
Caliber: .45 ACP
Range: 165 feet (50 meters)

Heckler & Koch USP

The H&K USP (Universal Selfloading Pistol) is the civilian version of the Mark 23, and is somewhat smaller and handier than the Mark 23. It is built along the same lines, and should be nearly as indestructible as the Mark 23. The USP is available in 9mm, .40 S&W, .45 ACP. The USP has been accepted as the new service gun for the German Army.

Specifications

Template: Medium Auto Pistol (Heavy for .45)
DX Damage: 5 (10 for .45)
Abilities: Concealable
Disabilities: Limited Shots 1 (15 for 9mm, 12 for .40, and 10 for .45), Short Range
Features: None
Skill: Gun Combat (pistol)
Type: Minor (Major for .45)
Caliber: 9mm, .40, .45 ACP
Range: 165 feet (50 meters)

Heckler & Koch USP Compact

The H&K USP Compact is the compact version of the H&K USP. It is available in 9mm, .40 S&W, and .45 ACP. The Compact in its 9mm version has been accepted as the new gun for the German Police.

Specifications

Template: Medium Auto Pistol (Heavy for .45)
DX Damage: 5 (10 for .45)
Abilities: Concealable
Disabilities: Limited Shots 1 (13 for 9mm, 10 for .40, and 9 for .45), Short Range
Features: Snub-Nose
Skill: Gun Combat (pistol)
Type: Minor (Major for .45)
Caliber: 9mm, .40, .45 ACP
Range: 165 feet (50 meters)

Luger P-08

A German single action pistol from WWI, it is still popular, and several look-alikes are produced today. Part of the guns popularity is its sleek and graceful looks, but its notoriety from WWI and WWII also help a great deal. Although it is rather dated as far as its mechanical workings go, few other guns match its ergonomics. Perhaps the most expensive pistol in existence today is the only surviving prototype in .45 ACP, which was one of only two made for US army trials. It lost out to the Colt M1911. The only P-08 in .45 ACP left is in the hands of a private collector, and it is valued at around 1 million dollars. Both the original and the copies use a 8 shot magazine.

Specifications

Template: Medium Auto Pistol
DX Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 1 (8), Short Range
Features: None
Skill: Gun Combat (pistol)
Type: Minor
Caliber: 9mm
Range: 165 feet (50 meters)

Magnum Research Desert Eagle

A truly huge handgun with a very intimidating look, made by Magnum Research. Originally the gun was made in the .357 Magnum caliber, but nowadays it is also available in .44 Magnum, the .50 Action Express, and the new .440 Cor-Bon cartridge. The .440 Cor-Bon variant makes this the most powerful pistol in the world at this time. In all but the .50 and .440 calibers the gun is surprisingly light to shoot, but in the most powerful calibers it begins to kick harder. The gun can be had in a variety of finishes, and adjustable sights are optional. Depending on caliber the magazine holds nine, eight, or seven rounds.

Specifications

Template: Heavy Auto Pistol
DX Damage: 10
Abilities: Concealable
Disabilities: Limited Shots 1 (7, 8, or 9), Short Range
Features: None
Skill: Gun Combat (pistol)
Type: Major
Caliber: .357 Magnum, .44 Magnum, .50 AE, .440 Cor-Bon
Range: 165 feet (50 meters)

Para-Ordnance LDA

The LDA looks like a Colt 1911A1, but it is a double-action pistol. Currently, the gun is has three versions for the .45 ACP, .40 S&W, and the 9mm calibers. The magazine holds 14 rounds of .45 ACP, 16 rounds of .40 S&W and 18 rounds of 9mm ammo.

Specifications

Template: Medium Auto Pistol (Heavy for .45)
DX Damage: 5 (10 for .45)
Abilities: Concealable
Disabilities: Limited Shots 1 (18 for 9mm, 16 for .40, and 14 for .45), Short Range
Features: None
Skill: Gun Combat (pistol)
Type: Minor (Major for .45)
Caliber: 9mm, .40, .45
Range: 165 feet (50 meters)

SIG P228

The P228 is a compact version of the P226. In 1994 the P228 was adopted by the US army and was issued to officers and soldiers with small hands, most notably female soldiers who have some trouble with the Beretta M92. The P228 is only available in 9mm, and has a thirteen round magazine.

Specifications

Template: Medium Auto Pistol
DX Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 1 (13), Short Range
Features: None
Skill: Gun Combat (pistol)
Type: Minor
Caliber: 9mm
Range: 165 feet (50 meters)

Smith & Wesson Sigma

The Sigma has two versions chambered for the 9mm and the .40 S&W calibers. It's magazine holds 16 rounds of 9mm, with the .40 S&W holding 13 rounds.

Specifications

Template: Medium Auto Pistol
DX Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 1 (16 for 9mm, 13 for .40), Short Range
Features: None
Skill: Gun Combat (pistol)
Type: Minor
Caliber: 9mm, .40
Range: 165 feet (50 meters)

TZ 99

One of the guns coming out of South Africa is the TZ99, being based upon the SIG P226. The TZ 99 is a 9mm caliber pistol and is available in .40 S&W. The TZ99 has a fifteen round magazine in 9mm, and a ten round magazine in .40 S&W.

Specifications

Template: Medium Auto Pistol
DX Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 1 (15 for 9mm, 10 for .40), Short Range
Features: None
Skill: Gun Combat (pistol)
Type: Minor
Caliber: 9mm, .40
Range: 165 feet (50 meters)

Vektor SP1 / SP2

Another South African-made firearm is the Vektor SP1 and SP2. They are available in 9mm for the SP1 and the SP2 as .40 S&W. The SP1 holds 16 rounds and the SP2 holds 11 rounds.

Specifications

Template: Medium Auto Pistol

DX Damage: 5

Abilities: Concealable

Disabilities: Limited Shots 1 (15 for 9mm, 11 for .40), Short Range

Features: None

Skill: Gun Combat (pistol)

Type: Minor

Caliber: 9mm, .40

Range: 165 feet (50 meters)

Walther PP / PPK

The Walther PP is one of the best known guns in the world. It is a .380 ACP pistol with a seven round magazine. The PPK is a compact, back-up version of the PP and holds six rounds of .380 ACP, and was made popular by James Bond movies.

Specifications

Template: Light Auto Pistol

DX Damage: 5

Abilities: Concealable

Disabilities: Limited Shots 1 (7 for .38, 6 rounds for PPK), Short Range, Low Penetration

Features: Snub-Nose

Skill: Gun Combat (pistol)

Type: Minor

Caliber: .380 ACP

Range: 165 feet (50 meters)

Revolvers

Colt 38 Detective Special

The Colt 38 Detective Special is a light-frame, double-action revolver of .38 caliber rounds, holding six rounds. The sights are ramp front and rear adjustable. The barrel length is 2 inches in length and is considered a snub nose.

Specifications

Weapon Template: Revolver
BESM Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 1 (6 rounds), Short Range
Features/Accessories: Snub-Nose
Skill: Gun Combat (pistol)
Item Type: Minor
Caliber: .38 Special
Range: 70 feet (21 meters)

Colt King Cobra

This large revolver is chambered for the .357 Magnum cartridge, and can fire the .38 round as well. The weapon comes standard with adjustable rear sights and a red insert front. The barrel lengths are 4 or 6 in length. The revolver is also drilled and tapped for a scope.

Specifications

Weapon Template: Revolver
BESM Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 1 (6 rounds), Short Range
Features/Accessories: None
Skill: Gun Combat (pistol)
Item Type: Minor
Caliber: .357 Magnum, .38
Range: 150 feet (45.7 meters)

Smith & Wesson Model 19 / Model 66

The Smith & Wesson Model 19 and Model 66 are double-action revolvers from Smith & Wesson and are chambered in the .357 Magnum Cartridge and can fire .38 rounds as well. Both revolvers have 6 shot cylinders. The sights are ramp front and rear adjustable. The revolver is available with short to long barrels. The Model 19 is available with 2.5 or 4 inch barrels. The Model 66 is available with 2.5, 4, or 6 inch barrels.

Specifications

Weapon Template: Revolver
BESM Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 1 (6 rounds), Short Range
Features/Accessories: None
Skill: Gun Combat (pistol)
Item Type: Minor
Caliber: .357 Magnum, .38
Range: 150 feet (45.7 meters)

Smith & Wesson Model 60 / Model 60LS

The Smith & Wesson Model 60 and Model 60LS are double-action revolvers from Smith & Wesson and are chambered in the .357 Magnum Cartridge and can fire .38 rounds as well. The revolvers are available with short barrels only. Both revolvers have 5 shot cylinders. The revolvers are available with short barrels only. The Model 60 is available with 2.125 or 3 inch barrels with full lug. The Model 60LS is available with 2.125 barrels only. The sights are fixed on the 2.125 inch barrel and adjustable on the 3 inch barrel.

Specifications

Weapon Template: Revolver
BESM Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 2 (5 rounds), Short Range
Features/Accessories: None
Skill: Gun Combat (pistol)
Item Type: Minor
Caliber: .357 Magnum, .38
Range: 150 feet (45.7 meters)

Smith & Wesson Model 29 / Model 629

The Smith & Wesson Model 29 and Model 629 are double-action revolvers from Smith & Wesson and are chambered in the .44 Magnum Cartridge and can fire .44 special rounds as well. Both revolvers have 6 shot cylinders. The Revolvers had red ramp front sights and rear adjustable sights. Revolver is also drilled and tapped for a scope. The revolvers are available with a variety of barrel length. The Model 29 is available with a 6 inch or 8 3/8 inch barrels. The Model 629 is available with a 4 inch, 6 inch, or 8 3/8 inch barrels.

Specifications

Weapon Template: Revolver
BESM Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 1 (6 rounds), Short Range
Features/Accessories: None
Skill: Gun Combat (pistol)
Item Type: Minor
Caliber: .44 Magnum, .44 Special
Range: 150 feet (45.7 meters)

Mateba Model 6 Unica

The Model 6 Unica is a very unusual revolver produced by Mateba in Italy. It is currently the only automatic revolver made in the world today. The Unica is chambered for the .357 Magnum cartridge, and this is really the only cartridge to be fired with the gun. Weak loads or .38 Special rounds will not generate enough recoil to operate the mechanism. On the other hand, the recoil powered mechanism reduces felt recoil considerably. The last special feature of the weapon is that the adjustable sight is located on the front of the barrel shroud. Instead of adjusting the solid aft sights, one has to adjust the front sights.

Specifications

Weapon Template: Revolver
BESM Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 1 (6 rounds), Short Range
Features/Accessories: None
Skill: Gun Combat (pistol)
Item Type: Major
Caliber: .357 Magnum
Range: 150 feet (45.7 meters)

Ruger GP100

The Ruger GP100 is a medium frame, six shot, double action revolver from Sturm & Ruger. The Revolver is chambered in either the .357 or .38 caliber (The .357 can fire .38 rounds as well). The revolver is constructed with 3, 4, or 6 inch barrels and is available with a barrel shrouds. As well, the revolver can be purchased with a short or full length ejector shroud.

Specifications

Weapon Template: Revolver
BESM Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 1 (6 rounds), Short Range
Features/Accessories: None
Skill: Gun Combat (pistol)
Item Type: Minor
Caliber: .357 Magnum, .38
Range: 150 feet (45.7 meters)

Ruger SP101

The Ruger SP101 is a light frame double action revolver from Sturm & Ruger. The Revolver is chambered in .22 LR, .32 Magnum, 9mm, .38 caliber, and .357 Magnum ammunition. The revolver is constructed with 2.25, 3.06, and 4 inch barrels. The .22 LR and .32 Magnum revolvers have adjustable sights with all other calibers having fixed sights. The SP101 is available with a spurless hammer.

Specifications

Weapon Template: Revolver
BESM Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 1 or 2 (6 w/ .22 and .32; 5 w/ 9mm, .38, and .357), Short Range
Features/Accessories: Snub-Nose (2.25 in. barrel only)
Skill: Gun Combat (pistol)
Item Type: Minor
Caliber: .22 LR, .32 Magnum, 9mm, .38, .357 Magnum
Range: 70 feet (21 meters) (small barrel) or 150 feet (45.7 meters) (long barrel)

Ruger Super Redhawk

Introduced well over a decade ago, the Super Redhawk is Rugers top of the line revolver. It is a large weapon designed for hunting. The Super Redhawk is a conventional Double Action revolver. The Super Redhawk holds six rounds of ammunition in its cylinder in either .44 magnum or .454 Casull. The Barrels are either 7.5 inch or 9.5 inch long.

Specifications

Weapon Template: Magnum Revolver
BESM Damage: 10
Abilities: Concealable
Disabilities: Limited Shots 1 (6 rounds), Short Range
Features/Accessories: None
Skill: Gun Combat (pistol)
Item Type: Minor
Caliber: .44 Magnum, .454 Casull
Range: 300 feet (90 meters)

Special Purpose

Welrod Silenced Gun

The Welrod is a rather special gun. A single shot weapon, with a bolt-action mechanism and a silencer as a part of the gun, it was reportedly designed within a few months of the start of WWII. Apparently some 2800 of these weapons were made, by both the British and the Americans. The users of this rather special piece of equipment were groups like the SAS (Special Air Service), the SOE (Special Operations Executive), the Commandos and the American OSS (Office for Strategic Services). The weapon is still classified under the Official Secrets Act in Great Britain. It is mostly used for dispatching enemy sentries, and assassination. Because of its construction it is of little other use, as its effective range is only about forty to fifty feet, and has to be manually reloaded for each shot. It is apparently a very quiet weapon though. The Welrod is chambered in the caliber 9mm, and has a six round magazine that doubles as the lower part of the grip. For the best operation of the gun (eg., the most silent), it is recommended to use only subsonic 9mm rounds. The use of standard velocity rounds will substantially increase the noise level.

Specifications

Weapon Template: Medium Auto Pistol

BESM Damage: 5

Abilities: Concealable

Disabilities: Limited Shots 1 (6 rounds), Short Range

Features/Accessories: Silencer (built-in)

Skill: Gun Combat (pistol)

Item Type: Major

Caliber: 9mm Subsonic

Range: 40 feet (12 meters)

Magnum Research Lone Eagle

Magnum Research is best known for their Desert Eagle line of automatic pistols but they also make the Lone Eagle, which is a single shot pistol mostly using rifle caliber rounds. The Lone Eagle is primarily designed for hunting. The weapon's barrel is available in a variety of different calibers including .22 Hornet, .223 Remington, .22/250 Remington, .243 Winchester, 7mm-08 Remington, 7mm B.R., .30-30 Winchester, 7.62 x 39, .308 Winchester, .30-06 Springfield, .357 Maximum, .358 Winchester, .35 Remington, .44 Magnum, and .444 Marlin. The weapon is available with or without Muzzle Breaks.

Specifications

Weapon Template: Medium Auto Pistol (.22 to .243), Heavy Auto Pistol (7.62mm +)

BESM Damage: 5 (.22 to .243), 10 (7.62mm +)

Abilities: Concealable

Disabilities: Limited Shots 3 (1), Short Range

Features/Accessories: None

Skill: Gun Combat (pistol)

Item Type: Major

Caliber: .22, .223 Rem., .243 Win., 7.62mm, .308 Win., .30-06, .357, .44 Mag., .444 Marlin, and the others mentioned.

Range: 880 feet (268 meters)

Chapter 2: Submachine Guns and Machine Pistols

Submachine guns is an automatic weapon that is a middle ground between an assault rifle and a pistol. The first appearance of the submachine gun dates around 1915 or so, but it wasn't until WWII that the submachine gun were being mass-produced. After WWII, submachine guns gained popularity and were becoming standard issue for various world militaries, special forces, and even police.

Most submachine guns are chambered for pistol ammunition, usually the 9mm Parabellum cartridge, and weigh in around with the largest handguns. Submachine guns provide greater firepower over handguns and the range of the weapon is generally around 200 meters.

There is also another type of automatic weapon that is even smaller than a submachine gun, the Machine Pistol. A machine pistol is a pistol-sized weapon that has the ability to fire in automatic bursts. A perfect example of this is the Beretta M93R. While small in size to allow concealment, the machine pistol is very hard to control in automatic firing. Because of this, some machine pistols can have an optional shoulder stock attachment to help with the recoil of the weapon.

Below is a list of some of the World's submachine guns from around the globe:

Machine Pistols

Beretta M93R

In the seventies and early eighties Italy was plagued by several terrorist organizations. Due to their hit and run assaults, kidnappings and hostage taking, lots of people got themselves bodyguards. And from this situation arose the need for a compact sidearm that had a lot of firepower. Enter Beretta and their (then) new M93R. Beretta had equipped a pistol with the ability to fire fully automatic before, with their M951, but while successful, it had also shown that a pistol-sized weapon was very difficult to control in fully automatic fire. Thus the M93R was equipped with a three shot burst mechanism. This marvel of precision engineering is located under the right grip panel, and together with the folding grip on the front of the gun and a detachable shoulder stock it made the M93R controllable. Firing either single shots or the devastating three shot burst, it is a typical Beretta firearm, mechanically solid, and with a great finish. Accuracy in single shot mode is simply good, but most shooters will have trouble keeping the gun on target with the three shot burst mode engaged. A solid stance and a good grip can counter this to a great extent though.

However, the design also has some drawbacks. Due to the inclusion of the burst mechanism, the gun only has a single action trigger. The internal drop safety is gone too (So DON`T drop it when loaded!), and the safety can only be engaged when the hammer is cocked. A safe gun to carry loaded it isn`t. Lastly the safety is rather small, and is easily confused with the firing selector just in front of it. The M93R uses a 20 shot magazine, although any magazine for the standard M92 series will fit.

Note: The M93R is no longer made, and is more and more relegated to the position of a "cult" weapon. Also, since it can fire fully automatic bursts, a special permit to own the gun is needed.

Specifications

Weapon Template: Machine Pistol

BESM Damage: 5

Abilities: Autofire 1, Concealable

Disabilities: Limited Shots 1 (20; 6 bursts), Inaccurate

Features/Accessories: None

Skill: Gun Combat (autofire)

Item Type: Major

Caliber: 9mm

Range: 165 feet (50 meters)

Colt Scamp (Small Caliber Machine Pistol)

This weapon is a true "machine-pistol" since it is capable of full automatic fire. The SCAMP is something of a cross between a pistol and a SMG firing a .22 caliber round designed especially for it. Though the SCAMP is considered a full automatic weapon it cannot fire its entire magazine in one long burst. The selector switch allows for either single shots or controlled 3 round bursts to be fired. In a controlled burst the weapon will only fire its programmed number of rounds, in this high cyclic rate of fire, the 3 round burst is considered an optimum size to keep all of the rounds on target before recoil forces the weapon's muzzle up and off-target. The weapon itself dates from around 1970 but never entered any full scale use or production. Due to the fact that the weapon is lightweight and the round has good penetration, it can be very useful. This .22 Scamp round was developed as a low recoil round for the Colt SCAMP. The weight of the round was cut down but the lethality was kept equal or better than the 9x19mm round by using a small bullet fired at a high velocity. The SCAMP is the only weapon chambered for this round. The Scamp should be considered a military only weapon and is not a weapon that can.

Specifications

Weapon Template: Machine Pistol BESM Damage: 5 Abilities: Autofire 1, Concealable Disabilities: Limited Shots 1 (27, 6 bursts), Inaccurate Features/Accessories: None Skill: Gun Combat (autofire) Item Type: Major Caliber: .22 Scamp Range: 147.6 feet (45 meters)

IMI Mini Uzi

The Mini-UZI is very similar to the standard UZI but is more compact and actually has a higher rate of fire. Some people have criticized the higher rate of fire because it makes the weapon harder to control when burst firing. Another advantage of the full sized UZI was that single shots could be fired without changing the selector on the weapon to fully automatic. A better muzzle brake partially compensates for this. The weapon can be fired from an open bolt or a closed bolt. Like the regular UZI, the weapon uses blowback operation. The smaller size of the Mini-UZI allows the weapon to be used easier in small enclosed confines such as the inside of an APC. The Mini-Uzi has a folding stock for easier concealability. The Mini Uzi is still considered an excellent weapon due to its smaller size and reliability. The magazine for the Mini-Uzi and the standard UZI are the same and some of the parts between the two weapons are interchangeable.

The weapon is very expensive to purchase in the United States due to the weapons many but can be purchased in other nations for a fraction of the cost. Civilian Semi-Automatic versions without many of the features and non folding stocks are available at a fraction of the cost of a fully automatic in the United States.

Specifications

Weapon Template: Machine Pistol BESM Damage: 5 Abilities: Autofire, Concealable Disabilities: Limited Shots 1 (25, 30, 32; 5-round bursts), Inaccurate, Short Range Features/Accessories: Folding Stock (Minor item) Skill: Gun Combat (autofire) Item Type: Major + Minor Caliber: 9mm Range: 250 feet (76.2 meters)
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Sub-Machine Guns

Fabrique National P90

The FN P90 was developed to be a replacement for the conventional Sub-machinegun, specifically for military use. The goal was to develop a weapon that could easily penetrate body-armor, was lightweight, small, had a large magazine capacity, and low recoil. The P90 and the cartridge that it fires, the SS-190 (5.7x28mm), were the result. Capable of easily penetrating body-armor, the P90 has been adopted by numerous government agencies all over the world, although real large orders have not been placed. Its most public appearance so far was during the siege on a Japanese embassy: When the Embassy was stormed; security troops shot the terrorist leader with a P90; right through his body-armor.

The P90 looks highly unconventional, with its top loaded magazine, polymer construction, integral sights, and its unusual stock. The weapon uses a simple blowback mechanism, and the entire barrel/bolt assembly can be lifted out of the weapon in seconds. Attached directly to this assembly is the sight. This is a non-enlarging scope, and it features a recticle, which is highly visible in all but the very poorest of light conditions. For emergency use there are normal sights on either side of the scope. (the P90 is fully ambidextrous)

When the magazine is loaded there are only two ways that dirt could enter the gun: through the barrel, or the ejection port. But the latter one is located on the **underside** of the weapon, which makes it unlikely that much dirt will enter the gun. A side result of this is that the cartridges are ejected downward.

For those who fear of tripping over empty cases, one of the many extras available is a case catcher, which can hold one hundred empty cases, and snaps onto the ejection port. Other available extras are lasers, lamps, and silencers. The magazine for the P90 holds fifty rounds of SS-190 ammo.

Specifications

Weapon Template: Submachine Gun

BESM Damage: 5

Abilities: Autofire 2

Disabilities: Limited Shots 1 (50, 6 bursts), Short Range

Features/Accessories: None

Skill: Gun Combat (autofire)

Item Type: Major

Caliber: SS-190

Range: 656 feet (200 meters)

Heckler & Koch MP5

The MP5 is available in a variety of barrel lengths and calibers including 9 mm, 40 S&W, and even 10 mm. A selection of optional trigger types allow for single fire only, fully automatic, two round bursts, and three round burst options on the MP5. This weapon has dominated the submachinegun market for years and the design is three decades old and there is little sign of these weapons leaving service. It is used in both Law enforcement and military roles. The Heckler & Koch MP5 submachine gun uses the same delayed blowback operated roller-locked bolt system that is used in the famous H&K G3 Automatic Rifle used in several militaries. The weapon is constructed in a unique modular design and can use a variety of optional buttstocks, forearms, sight mounts, and other accessories. Most of the MP5 Submachine-guns have interchangeable parts which makes for easier training as well as obvious ease for getting repair parts. The MP5 can be disassembled without tools for maintenance and repair. The MP5 in 9 mm is available with 15 and 40 round magazines. The MP5 in 10 mm and .40 S&W is available with 30 round magazines from. Models include the:

MP5 Variants

- *MP5SF*: Semi-automatic only variant of the MP5 fitted with a trigger that prevents full automatic firing. The Trigger can be replaced with other MP5 triggers to allow burst and full automatic firing. This weapon is meant as a police carbine and is partially to replace or supplement the police shotgun. Its advantages compared to the shotgun are less recoil, greater range, and high ammunition capacity has is much easier to use by small stature officers. This doesn't have the *Autofire* ability.

- *MP5N*: Developed for one of the United State's most elite special units, US Navy Seals, the MP5 “Navy” model comes with an ambidextrous trigger and a threaded barrel and has been operationally tested and proven. This has the *Reliable* ability.
- *MP5K*: The MP5K is considered a close quarters weapon. It is 4.4 pounds and less than 13 inches long and easily concealed and carried. All MP5Ks can be fitted with an optional folding buttstock. The MP5K can also be fired from inside a specially designed briefcase. This should be considered a *Machine Pistol*, because of its size.
- *MP5K-PDW*: The MP5K-PDW is compact and is designed for use by security details, vehicle operators, air crew members, and others who require a weapon that is both small and powerful. While it is comparable in performance to full size MP5s, the size and weight of the MP5K-PDW make this weapon a good choice when a combat rifle or full-sized submachine gun is considered unmanageable and a handgun is considered a poor compromise. This should be considered a *Machine Pistol*, because of its size.
- *MP5SD*: This weapon is for specialized applications that require full sound and flash suppression. The sound suppressor is removable but is integrated into the weapon’s design and conforms to the normal length and profile of an unsuppressed submachine gun. The MP5SD uses either an integral aluminum or optional wet technology stainless steel sound suppressor. The MP5SD does not require use of subsonic ammunition for effective sound reduction like most sound suppressed submachine guns. This is costs 2 *Major Items*, due to the suppressors.
- *MP5/40 and MP5/10*: The MP5/40 and MP5/10 are improved variants of standard 9mm MP5 chambered for the more powerful .40 S&W and 10mm Auto cartridges. Several user inspired improvements have been incorporated into the designs. This includes a new bolt catch device that holds the bolt group rearward after the magazine is empty. Depressing the bolt catch releases the bolt to chamber the first round of a loaded magazine. Also the weapon has new lightweight synthetic magazines that are durable and ensure reliable feeding under the most extreme conditions. In 1994, the U.S. Federal Bureau of Investigation (FBI) adopted the MP5/10 as their new submachine gun.

Specifications
Weapon Template: Submachine Gun
BESM Damage: 5 (10 for MP5/40 and MP5/10)
Abilities: Autofire 2 (plus Concealable for MP5K and MP5K-PDW)
Disabilities: Limited Shots 1 (30, 6 bursts), Short Range
Features/Accessories: None
Skill: Gun Combat (autofire)
Item Type: Major
Caliber: 9mm, .40 (MP5/40), 10mm (MP5/10)
Range: 300 feet (90 meters)

Heckler & Koch UMP45

Heckler and Koch have long dominated the market for submachine guns with their MP5 models. This design is over three decades old, and H&K has been busy for over a decade with designing a new submachine gun. The UMP45 (Universal Machine Pistol caliber .45) is the final product of this development, and it looks to be as sure a winner as the MP5 series is.

The entire stock is made from a polymer, giving the gun high strength, yet low weight. The buttstock can be folded onto the right side of the gun as a standard, yet is very stable and solid feeling. On the stock are several Weaver-type rails, for mounting equipment on. Instead of the MP5’s roller-delayed action, the gun has a simple Blow-back action. It fires from a closed bolt. Several trigger options are available.

The most surprising item is the caliber: the UMP fires the .45 ACP cartridge, and not the 9mm as most other submachine guns. A variety of different accessories is available, including a sling, a vertical fore-grip, silencers, sights and lamps. The UMP45 is delivered with a 25 round magazine standard, but 10 round magazines are also available.

Specifications

Weapon Template: Submachine Gun
BESM Damage: 5
Abilities: Autofire 2
Disabilities: Limited Shots 1 (25, 6 bursts), Short Range
Features/Accessories: None
Skill: Gun Combat (autofire)
Item Type: Major
Caliber: .45 ACP
Range: 250 feet (76.2 meters)

IMI Uzi

The Uzi is one of the best know submachine gun ever manufactured and it is the weapon most thought of when the term "Submachine gun" is used. The Uzi was first introduced in 1951 in its basic form. The weapon was originally manufactured for the Israeli Defense Forces (IDF) and was designed to be simple and relatively inexpensive to manufacture. The weapon uses a large amount of stamped steel in its production and employed wider tolerances than many other designs due to the desert climate the weapon was designed to operate in. The Uzi utilized a wrap-around bolt and blowback action, which reduces the overall weapon size to achieve compactness. This type of bolt is common today, but was innovative back in the 1950's. The UZI had other advantages over many other submachine gun design of the time. Unlike most submachine guns, it was almost impossible to accidentally misfire if mishandled or dropped, due to a substantial safety release on the back of the pistol grip that must be squeezed as the trigger is pulled in order to fire. This is a similar feature to that on the M1911A1 Pistol. The Uzi also had a small number of parts, making it easy to strip and reassemble. The limited recoil and climb even enabled it to be fired one-handed. The submachine gun was initially available with a 30 round magazine but 25 round and 32 round magazines were later introduced as well.

The design included many modifications including the replacement of the original wooden stock with a folding metal stock during the late 1960's. Also in the late 1960's, The weapon was licensed to be produced by FN, the renowned Belgian weapons company. The UZI and its variants have been in service in at least 26 countries, and have been produced by seven manufacturers around the world. Until the United States ban on fully automatic weapons in 1986, Group Industries in the United States produced them. Although replaced in military front-line service in most nations by more powerful carbines, the UZI remains in use by the police and soldiers in non-combat roles in many nations. The weapon is very expensive to purchase in the United States due to the weapons many but can be purchased in other nations for a fraction of the cost. Civilian Semi-Automatic versions without many of the features and non-folding stocks are available at a fraction of the cost of a fully automatic in the United States.

Specifications

Weapon Template: Submachine Gun
BESM Damage: 5
Abilities: Autofire 2
Disabilities: Limited Shots 1 (25, 30, 32; 5-round bursts), Short Range
Features/Accessories: Folding Stock
Skill: Gun Combat (autofire)
Item Type: Major
Caliber: 9mm
Range: 250 feet (76.2 meters)

Ingram M10

Designed by Gordon Ingram somewhere in 1970, this machinegun has become (in)famous indeed. First manufactured by the Military Armament Corporation, hence MAC, it was designed to be smaller, more compact, and less expensive than other comparative designs. It is also one of the most reliable machineguns in existence. Firing from a open bolt which when closed partially wraps around the barrel, the MAC-10 is indeed

small and compact, certainly for its firepower. Almost the entire gun is made out pressed steel plate, and is of a simple design. Although it is no longer made it is still a favorite for some types of work. Because of its enormous rate of fire, as high as 1600 rpm for the 9 mm version with some types of ammo, it is a true bullet hose: a entire magazine of thirty shots can be emptied in under one and a half seconds! Needless to say this is not great for accuracy, although it can be surprisingly accurate when used in the semi-automatic setting. The MAC-10 also became well known for the suppressors that were made for it: these were highly effective, and wrapped with cloth, they were great for holding on to. The MAC-10 and its suppressor made for a truly awesome combination of firepower and relative silence. This combination was still small enough to be fitted into a briefcase, and several kinds of briefcases were made that not merely allowed the concealed carry of a silenced MAC-10, but the actual firing of one from inside the briefcase. Apparently the loudest noise produced by some of these cases was the dull thumping of the empty cartridge casings into the inner side of the briefcase! These cases were very popular with certain government agencies in the late seventies and early eighties, but they are now becoming increasingly rare (just like the MAC-10, to say nothing of the suppressors...). The standard magazine for the MAC-10 held thirty rounds, but many different versions can be found.

Specifications

Weapon Template: Submachine Gun
BESM Damage: 5
Abilities: Autofire 2
Disabilities: Limited Shots 1 (30, 6 bursts), Short Range
Features/Accessories: None
Skill: Gun Combat (autofire)
Item Type: Major
Caliber: .45 ACP, 9mm
Range: 250 feet (76.2 meters)

M3 'Grease Gun'

The M3 was designed to be a cheap and cheap weapon to replace the M1 Thompson. It got it's nickname of 'Grease gun' because of it's crude appearance, but because of it's small size, the M3 was used by tank crews and paratroopers. It was used extensively from 1944 on until the Vietnam War, where it still saw use with Special Forces units. It was chambered for the 9mm Parabellum, but could also use .45 ACP cartridges by switching the barrel, bolt, and magazine. It has a telescopic stock and has a 30-round magazine.

Specifications

Weapon Template: Submachine Gun
BESM Damage: 10
Abilities: Autofire 1
Disabilities: Limited Shots 1 (30), Short Range
Features/Accessories: Telescopic Stock
Skill: Gun Combat (autofire)
Item Type: Minor
Caliber: .30 Carbine
Range: 656.2 feet (200 meters)

Sites Spectre

In 1984 the Italian firm of Sites introduced the Spectre submachine-gun. At the time the international weapons press was very positive about the new weapon, but it has failed to get large orders. This is really a shame, for although the Spectre looks a bit "cheaper" than, say, a H&K MP5, it is just as good a weapon. The Spectre certainly has some things going for it: It fires from a closed bolt for better accuracy, is relatively small, has a innovative magazine design, a standard folding stock, a standard vertical forward grip, and unlike most submachine-guns, it has a double action trigger and a decocking lever, meaning that the weapon can be carried totally safe, and is fired much like a lot of pistols, with a first heavy trigger pull, and subsequent lighter trigger pulls. The barrel has polygonal rifling, which increases its life, and is better for accuracy. The magazine has four rows of bullets next to each other, allowing it to be much less long for a given number of bullets. The fifty

round magazine for the Spectre is about as long as a thirty round magazine for a MP-5. A thirty round magazine is also available.

Specifications

Weapon Template: Submachine Gun

BESM Damage: 5

Abilities: Autofire 2

Disabilities: Limited Shots 1 (50, 10 bursts), Short Range

Features/Accessories: None

Skill: Gun Combat (autofire)

Item Type: Major

Caliber: 9mm

Range: 250 feet (76.2 meters)

Steyr TMP

In 1994 Steyr of Austria announced its newest submachine gun to the world. Although the company had several different designs of submachine guns in the market during the last decades, these had been overshadowed by the AUG, both outside AND inside Steyr. Their new TMP (Tactical Machine Pistol) was a totally new design, and a true weapon for the nineties.

Like most of its modern brothers its stock is made entirely from polymers, with only the barrel and some of the internal parts made from metal. It is a very reliable gun, and during tests engineers from Steyr found that even though the TMP fires from a closed bolt, they could not produce cook-offs (cartridges going off because of a hot barrel) even after firing more than three hundred rounds in full-auto mode through the gun. The closed bolt system does not use a blowback system, but relies on the rotating Barrel for lockup.

The TMP has a vertical fore grip molded into its stock, but it has no buttstock. For stability it can be fitted with a sling, which is slung around the shoulder. The shooter then pulls the gun forward, and holds it stable. It is however light enough that the gun can be fired with one hand, at least in the semi-auto mode. A variety of different accessories is available, including a sling, a silencer, sights and lamps.

The TMP is delivered with a 30 round magazine standard, but 15 round magazines are also available.

Specifications

Weapon Template: Submachine Gun

BESM Damage: 5

Abilities: Autofire 2

Disabilities: Limited Shots 1 (30, 6 bursts), Short Range

Features/Accessories: None

Skill: Gun Combat (autofire)

Item Type: Major

Caliber: 9mm

Range: 250 feet (76.2 meters)

Chapter 3: Rifles

Rifles are firearms that have long barrels, a shoulder stock, are chambered for larger rounds, and are required to be fired with two hands. Today, rifles come in a variety of types; the various repeating rifles, the autoloading or self-loading rifles, and the automatic or assault rifles.

Repeating Rifles

A Repeating Rifle is any rifle that has a mechanism that requires the shooter to manually work it to reload a new cartridge in the weapon. From what I have read from books and the net, I have found out that there are four main types of action rifles, the bolt-action, lever-action, slide- or pump-action, and the 'falling block'-action.

Bolt-action: The most common type of rifle out there today is the bolt-action rifle. Bolt-action rifles have been around since the late 19th century, seeing action in the US Civil War and all wars since then. It wasn't until the years between the First World War and the Second World War that the bolt-action was starting to become less favorable in the eyes of the military, with the introduction of the semi-automatic rifles that were showing up. In the civilian market, the bolt-action rifle is still common today, being used for sport and target shooting and hunting. The rifle is still being used in the military as a sniper's weapon and is also as the weapon of a police sharpshooter, as the bolt-action is view as being more accurate and reliable.

The principle method of the bolt-action mechanism is very simple compared to the many other mechanisms out there, and is very easy to understand. It is made up of a rotating bolt with a handle, which has the firing pin inside the bolt itself. To use a bolt-action, the shooter must manually rotate the bolt by lifting the bolt handle and pulling back, this will eject any cartridge inside the chamber. To reload a new cartridge, the shooter then pushes the bolt forward, which pushes a new round into the chamber while doing so, and pushes the handle back down to lock the mechanism and is ready to fire.

Lever-action: A lever-action rifle is a repeating form of the 'falling-block' mechanism. It is operated in the same way, but the weapon has an internal magazine that allows the shooter to reload the weapon after each shot until the magazine is emptied, and is fast and reliable. Among the disadvantages of the lever-action is that it is generally not chambered for the more powerful cartridges and that their internal magazine prohibits the use of pointed rounds, limiting its selection. Today, the lever-action rifle has found itself in the civilian market as a hunting and sporting weapon.

Slide-action: Also known as *pump-action*, the slide-action rifle uses a sliding handle to eject and reload the weapon. Today, this type of mechanism is mostly seen on modern shotguns than on rifles. To operate such a weapon, one slides the handle back, or in some cases forward, the mechanism ejects the spent cartridge. When it is brought forward, the mechanism grabs a new cartridge and places it into the breech.

Single-action: What I call a 'Single-action' rifle is actually a rifle using the 'falling block' mechanism. The Single-action rifle is a single shot weapon that has no internal or removable magazine. It is similar to a lever-action rifle in that it has a lever that must be brought forward, which makes the breechblock to come down and expose the chamber. The shooter would then remove the spent cartridge, or would be ejected automatically if the weapon had an auto-ejector, and then place a new round in the chamber, then bring back the lever and seal the chamber with the breechblock. After that, the shooter must then pull back on a hammer before firing.

Because of the wide range of Repeating rifles out there, I have made four specific types of rifles; the Varmint, Deer, Safari, and Elephant rifles, each being a wide-ranging 'class' of rifles instead listing each specific model. Along with those generics, I have also listed a few specific Repeating rifles that are well known for some reason or another, like the Mauser Karbiner 98k, the German infantry weapon of WWII.

Repeating Rifles in Game Terms

Even though I explained the basic operation of the repeating rifles, in game terms they are all treated the same.

Semiautomatic Rifles

Semiautomatic rifles, also known as Self-Loading rifles, are weapons that automatically reload the weapon with no help from the shooter, so long as the magazine isn't emptied.

These types of rifles use some amount of the energy from each shot to operate the auto-loading operation; that is, ejecting the spent round, feed a new round into the chamber, and cock the hammer or striker.

Self-loaders first began appearing around the end of the 19th-century, but it wasn't until the 1930s that they began to appear in the military. In WWII, the common US soldier was equipped with a M1 Garand, a semiautomatic rifle chambered for the .30-06 round.

Today, the assault rifle has replaced the semiautomatic as the military's main weapon of choice for their soldiers. Some semiautos are still found in the military as a sniper weapon, just like the bolt-action rifles. In the civilian market, semiautomatics are found as most firearms are, as hunting and sporting weapons. There are even some semiautomatic versions of assault rifles out there as well.

Assault Rifles

Also known as automatic rifles, assault rifles are the world's chosen military weapon and is never legally seen in civilian markets. Today, the automatic rifle (AR) is chambered from 5.45mm to 7.62mm, has a 20-30 round magazine, and a fire selector switch for single shot and for full-automatic fire; some models even have another option, for burst fire. The typical effective range of today's AR is around 400 to 600 meters and the rate of fire is around 400 to 500 rounds a minute. The AR's can also be equipped with a bayonet, optical or night-vision scopes, and some of them, an under-barrel grenade launcher or be able to use rifle grenades. Some AR's are starting to appear in a 'bull-pup' configuration, with the magazine being housed behind the trigger, allowing the weapon to remain small, but still have a long barrel, unlike the conventional carbine (shortened) rifles.

The history of the automatic rifle began in the early 20th-century, when col. Fedorov designed a selective fire weapon chambered in 6.5mm and a detachable magazine. It was acquired by the Russian army in limited numbers in 1916 and served with the army up to 1925. The next step came from Germany in the 1930s. They researched to develop a medium-power round, which could be used in full-automatic firing. This led to the 7.92x33mm round, the 7.92mm Kurtz round. They also designed some weapons to use such a round, including the MP43/MP44, or more commonly known as the Sturmgewehr (StG) 44. In fact, the term Sturmgewehr means 'assault rifle'. The US also put some effort into an idea, and developed the .30 Carbine round that was used in WWII in the M1 Carbine and the selective-fire M2 Carbine. In 1943 in the USSR/Russia, the Soviet army adopted a new round, the 7.62x39mm round and in 1945, the SKS semi-auto rifle was adopted as well. It wasn't until 1947 that the Kalashnikov, the AK47 in the west, was adopted. The AK47 was the world's first successful assault rifle, and is one of the most widely used weapons worldwide. The last great step was in the 1950s was when the US adopted a weapon designed by Eugene Stoner, the ArmaLite AR15 / Colt M16. This adoption later set the trend for small caliber, high-velocity cartridges.

Sniper Rifles

In this sourcebook, I have listed sniper rifles in their own section. Most of the books I've read have placed sniper rifles with either semiautomatic or bolt-action rifles, making them indistinguishable from those others. I believe that sniper rifles aren't just merely highly accurate versions of those weapons, but a different rifle on to their own.

Sniping, or sharpshooting, can be traced back to the 19th or even 18th century. Early sniper rifles were military rifles pressed into the sniping role due to their greater accuracy, or were target or hunting rifles. In WWI and WWII, both sides used many service rifles in a sniping role, usually bolt-action, with a telescopic scope. In WWII and the years after, the first semiautomatic sniper rifles were appearing.

Today, most sniper rifles are built on an existing military or hunting rifles. Some have even been solely designed for such a purpose. The Dragunov SVD rifle and Remington M24 SWS have been such rifles.

There are two special kinds of sniper rifles that need explanation. These are the Designated Marksman Rifles (DMR) and the Anti-Material Rifles. While most military sniper rifles are bolt-action to achieve maximum accuracy, DMRs are usually semiautomatic rifles that are used to support front line troops with a higher rate of fire. The other type of sniper rifle is the Anti-Material Rifles, or AMR. They are described in the *Heavy Weapons* chapter.

Sniper Rifles and MOA

When I was reading up on sniper rifles, the term “Minute Of Angle”, or MOA, kept appearing. Minute Of Angle represents how accurate the rifle is. One MOA is a 1 inch group at 100 yards, or 2 inch group at 200 yards, etc. To measure MOA, one shoots the rifle at a target with 5 or 3 rounds. Then, one measures a circle around the two farthest shots. The diameter of the circle is the MOA.

Today, the difference between a ‘good’ and ‘bad’ rifle is usually 1 MOA. Many sniper rifles, with the right ammunition, can shoot an MOA of 0.5 (1 inch group at 200 yards), or even 0.3 (2.4 inch group at 600 yards).

Below is a list of some of the World’s the various rifles from around the globe:



Automatic Rifles

M-14

The M14 is considered a classic battle rifle nowadays. The M14 was developed in the latter years of WWII for airborne troops who wanted light weapon with selective-fire capabilities, but with the stopping power of the M1 Garand. In its development, the M14 faced many problems and red tape that delayed its introduction, but in 1957 it was finally adopted into service. With the 7.62mm NATO cartridge that the rifle used, it was obvious that the weapon didn't meet with the design specifications. The problem was the round it was using: the cartridge was supposed to be like the German 'Kurz' round of the StG 44, but the US only shortened the cartridge by 0.65 inch.

By 1969, the M16 replaced the M14 as the standard military rifle, but the M14 is still used as a sniper rifle. The US Navy SEALs are known to use the M14 over the M16 because of its greater range. Of course this is military history. The civilian versions of the rifle have become very popular indeed, and huge loads of these rifles are in use in the public life. One of the most popular carbines in America, the Ruger Mini-14 (listed separately), is essentially a smaller M-14 set up to fire the .223 NATO round, the kind of cartridge that the M-14 should have been designed around from the start.

Many different versions of the M14 are available, some made in the US, some even made in China. With a moderate amount of work any of these weapons can produce great results indeed, and many marksmanship teams and police departments use the M-14 or its clones for very serious work indeed. A failure at its original goal, the M14 has nonetheless found a safe, solid and glorious place in Firearms history.

The rifle is available with magazines that hold five, ten, twenty, or thirty rounds.

Specifications

Weapon Template: Battle Rifle

BESM Damage: 15

Abilities: Autofire 2

Disabilities: Inaccurate, Limited Shots 1 (30, 6 bursts)

Features/Accessories: None

Skill: Gun Combat (autofire)

Item Type: Major

Caliber: 7.62mm NATO (.308 Winchester)

Range: 1800 feet (539 meters)

M-1 Garand

Adopted into the US on January 1936, the M1 Garand is a semiautomatic rifle chambered for the .30-06 round and was the main military rifle of the US soldiers in WWII. During this time, the US was the only country to adopt a semiautomatic rifle as its main service weapon. The M1 also saw action in the Korean War as well as Vietnam.

As with the M1903, the M1 rifle spawned sniper variations. The M1C and the M1D, both mounted the telescope used on the rifle to the left to allow the top-loading M1 to be reloaded, but differed in the way the telescope was mounted to the rifle. Neither weapon was truly successful in the sniping role.

The M1 was affectionately nicknamed the "Garand," after its designer. The rifle proved to be quite accurate, durable, rugged and reliable. The only "faults," with the rifle came from the use of its clip. The clip held only eight rounds in a staggered grouping. The rifle could not be "topped up" in the middle of battle because of the way the clip operated. After the last round was fired from the rifle, the clip ejected with a distinctive sound. Other than these small "faults," the M1 was exceptional. The M1 Rifle was also distributed to several nations under many American military assistance programs.

During the Vietnam War, the M1 served as a training rifle for troops inducted into the U.S. Army. It still serves in the training rifle role for the U.S. Navy. The M1 was the main rifle of many military reserve units until the mid-1970s, when it was replaced by the M16. To this day, the M1 also fulfills a ceremonial role with all branches of the military, in color guard and honor guard units. Like its predecessor, the M1903, the M1 rifle served this nation very well during times of conflict and peace. It will be remembered for many years to come.

Specifications

Weapon Template: Battle Rifle
BESM Damage: 15
Abilities: None
Disabilities: Limited Shots 1 (8), Empty Reload
Features/Accessories: None
Skill: Gun Combat (rifle)
Item Type: Major
Caliber: .30-06
Range: 1800 feet (539 meters)

M1 / M2 / M3 Carbine

The M1 Carbine was designed as a replacement for the M1911 pistol. The weapon has a removable 30-round magazine and chambered for the .30 caliber cartridge. Originally designated by the US military as the M1 Carbine, it has spawned many variations. The M1A1 was designed with a folding buttstock. Later a selective-fire version entered service in an effort to create a more potent weapon. This became the M2 version of the carbine. Finally a selective-fire version that could accept early infrared viewers was created and designated the M3. In addition to these there were many configurations for commercial interests as well as for foreign military markets. The M1 and M2 were the only versions of the carbines to be made in great numbers.

Today this gun is no longer manufactured in the United States. However; there are literally millions of these guns available worldwide with many military surplus M1s having come back into the US quite recently from South Korea and other allies. Because of the large number of carbines, the M1 Carbine has a wealth of inexpensive surplus parts and military and commercial accessories for it. These permit a shooter to modify the carbine almost to his heart's content.

M1 Carbine Variations

- *M1A1*: Folding stock.
- *M2*: Autofire 1.
- *M3*: Autofire 1 and has a nightvision scope.

Specifications

Weapon Template: Light Rifle
BESM Damage: 5
Abilities: None
Disabilities: Limited Shots 1 (15 or 30)
Features/Accessories: None
Skill: Gun Combat (rifle)
Item Type: Major
Caliber: .30 Carbine
Range: 656.2 feet (200 meters)

Browning Automatic Rifle

American soldiers first used the initial version of the Browning Automatic Rifle (BAR), M1918A1, in combat during World War I, and many saw service in World War II. The BAR received high praise for its reliability under adverse conditions. In 1940, the model M1918A2 was adopted. Unlike earlier models, it could only be fired in two automatic modes - slow (300 to 450 rpm) or fast (500 to 650 rpm) - but not in semiautomatic mode. Both versions were widely used in the Second World War. The BAR was a popular weapon in all theaters because it was reliable and offered an excellent combination of rapid fire and penetrating power. The BAR's only serious drawbacks were its lack of a quick-change barrel to reduce the chance of overheating. The weapon has a 20 round magazine.

Specifications

Weapon Template: Assault Rifle BESM Damage: 10 Abilities: Autofire 2 Disabilities: Limited Shots 1 (20; 5 bursts), Inaccurate Features/Accessories: None Skill: Gun Combat (autofire) Item Type: Major Caliber: .30 (7.62mm) Range: 1,667 ft (550 m)

Gewehr 43

The Germans produced many superb weapons of almost every type, but their efforts to produce a semiautomatic rifle to match the performance of the American M1 Garand fell short. The semiautomatic Gewehr 43 (rifle, model 1943) improved upon the gas-operated, self-cocking mechanism of Carl Walther's G41 semiautomatic rifle, but both models were heavier, more complex, and less well-balanced or reliable than the Garand; neither supplanted the venerable bolt-action Mauser Kar 98 as the primary German infantry weapon. The G43 was also used as a sniper's weapon as well.

Specifications
Weapon Template: Heavy Rifle BESM Damage: 15 Abilities: Long Range Disabilities: Limited Shots 1 (10) Features/Accessories: Scope (sniper version only) Skill: Gun Combat (rifle) Item Type: Major Caliber: 7.92mm Range: 1815 feet (550 meters)

StG44 Assault Rifle

In the late 1930s, German arms designer Louis Schmeisser began working on an automatic rifle that utilized a short-case cartridge. Tests had shown that the normal rifle cartridge was too powerful for an automatic rifle, making the weapon too difficult to control when firing bursts - hence, the use of the short-case cartridge. The weapon was intended to replace the rifle, submachine gun, and light machine gun. The rifle that Schmeisser developed, originally designated the MP43, proved to be a resounding success. In 1944, the weapon's designation was changed to MP44; later that year it was changed to Sturmgewehr (assault rifle) 44. The magazine of the weapon holds 30 rounds.

Specifications
Weapon Template: Assault Rifle BESM Damage: 10 Abilities: Autofire 2 Disabilities: Limited Shots 1 (30; 10 bursts), Inaccurate Features/Accessories: None Skill: Gun Combat (autofire) Item Type: Major Caliber: 7.96mm Range: 1,667 ft (550 m)

Enfield L85A1/SA80

Standard weapon of the British army, introduced as the L70E3. The Bullpup design was first proposed as a replacement for the Small Magazine Lee Enfield (SMLE) rifle used in the second world war. This was in 1956, with the newer lighter caliber of NATO 5.56mm proposed, but this was rejected out of hand by the Americans, who incidentally adopted the Colt M16 just 10 years later. Despite featuring several interesting features, such as a bullpup design, standard adjustable optical telescope, and a pressed steel receiver, it was plagued by problems

in its early incarnations, and is not very trusted by most British infantrymen. Even today, the latest versions, such as the L85A1/SA80 described here, are not too trustworthy weapons, and all bugs have not been ironed out. In terms of overall reliability the SA80 does not perform well in field conditions. A point in case: the Gulf war in 1991 saw the first operational deployment, (outside of Northern Ireland) for the SA80 and it did not perform well with reports of sand clogging the Trigger Mechanism Housing (TMH) and the gas regulator. There were also reports of it taking two soldiers to clean the rifle which came as a shock to the system of the soldiers who were used to the more robust SLR (AKA the FN-FAL). It also fared badly in the jungles of Belize as the standard issue insect repellent started to melt the plastic furniture on the rifle.

The weapon is of reasonably lightweight construction with a pressed steel receiver, in which the bolt rides upon guide rods. This has reduced manufacturing time, but this construction apparently makes for a somewhat fragile weapon. The action itself is a conventional gas-piston operated bolt, and the weapon fires the 5.56 NATO round. The sight is the Sight Unit Small Arms Trilux (SUSAT), a short telescope with an illuminated reticle. Do note that the illumination is battery powered, and that these can be hard to get. The accuracy and the workmanship displayed in the rifle are reasonable, but not great, especially not for a price of roughly 1,300 dollars apiece.

The magazines for the L85A1 are the standard NATO magazines also used for the M16 rifles, and are of the 30 round variety, although the 20 round type will fit as well.

Specifications

Weapon Template: Assault Rifle

BESM Damage: 10

Abilities: Autofire 2

Disabilities: Limited Shots 1 (30, 6 bursts)

Features/Accessories: Bullpup

Skill: Gun Combat (autofire)

Item Type: Major

Caliber: 5.56 NATO (.223 Remington)

Range: 1333 feet (400 meters)

FAMAS

The FAMAS (Fusil Automatique, Manufacture d'Armes de St. Etienne) is France's newest service rifle and has already demonstrated itself to be an effective and generally well-designed combat rifle. The FAMAS was first introduced in 1973 and subsequently modified. The FAMAS was adopted by the French armed forces and placed in 1979 into production. The French combat rifle is manufactured by GIAT (Groupement Industriel des Armements Terrestres) at the companies St. Etienne arsenal. It is considered an excellent rifle and the equal of the Austrian Steyr AUG combat rifle. The French experimenting with many unusual calibers, such as the 7.5mm rifle and 7.65mm Long pistol cartridges, until the French finally decided to work with NATO's calibers and chambered the FAMAS for what is essentially the U.S. 5.56x45mm M193 cartridge. It differs only in the fact it uses a Berdan primed steel case. Compatibility with NATO has been served and the French now has a cartridge with proven efficiency in causing casualties.

The FAMAS is constructed in bullpup configuration and measures only 30.28 inches in overall length. Even with the flash suppressor, the barrel is 19.5 inches long. Oddly cut with only three grooves, the rifling's rate of right-hand twist remains one turn in every 12 inches. An optional pitch of one turn in 9 inches is available as a compromise to accommodate the SS190 projectile. But in spite of its compactness, the FAMAS weighs 8.0 lbs. empty and minus the bipod - at the outer limits by today's standards. Steel parts are phosphate finished and the receiver has been anodized gray.

The Rifle Fires from the closed-bolt position, this method of operation is by means of delayed blowback. This principle smacks of Heckler & Koch (early prototypes of the FAMAS were pictured with the G3 bayonet) but in fact the delay system has been taken directly from the French AA 52 General Purpose Machine Gun.

the Rifle has a black plastic lower handguard which is pinned to the barrel and receiver and extends back to the magazine well and cannot be removed. To accommodate the bullpup configuration, the trigger mechanism and pistol grip have been mounted to the lower handguard, forward of the magazine well. The pistol grip is ergonomically designed and has three finger grooves and a storage area, which contains a plastic bottle of

lubricant. The rifle can be fired on either shoulder and has the ability to switch the side casing are ejected. The rifle has sights integrated into the barrel. As well as being able to withstand very harsh conditions, The FAMAS is easy to repair and maintain. There is a short barrel available for the FAMAS and is available in versions that use the FAMAS standard magazines (25 round) or the very plentiful M-16 magazines. The FAMAS can fire rifle grenades. A semiautomatic-only version of this interesting assault rifle has been imported into the United States in limited quantity by Century International Arms.

Specifications

Weapon Template: Assault Rifle
BESM Damage: 10
Abilities: Autofire 2
Disabilities: Limited Shots 1 (25, 6 bursts)
Features/Accessories: Bullpup
Skill: Gun Combat (autofire)
Item Type: Major
Caliber: 5.56 NATO (.223 Remington)
Range: 1333 feet (400 meters)

Heckler & Koch G36

After the rejection of H&K's caseless round and the G11 rifle the German Heer (army) had, at the end of the cold war, really three options: To continue to use the G3 rifle, to start using the AK74 (of which there were thousands in the armories of the former East German state), or to have yet another competition for a new rifle. After much deliberation the choice was finally made: the G3 was becoming obsolete, the AK74 was politically untenable (but would have been the most economic choice), so a new design competition was held. The winner of this competition was a new rifle system from Heckler & Koch, which was adopted as the G36 (Gewehr or Rifle 36).

The G36 is really a weapon system. Unit armorers can swap barrels to create a standard rifle, with a shorter barrel a carbine, or with a heavy barrel a light support weapon. All of these use the same common receiver, which is part of a standard polymer stock. The G36 is as close to being a fully Polymer rifle as there has ever been, with only the actual barrel, the bolt action, and a few other high stress parts still made of steel. The buttstock can be folded to the right side of the weapon, and on top of the carrying handle is a standard non-enlarging dot sight, which can utilize both daylight and artificial power. Inside the carrying handle is a 3.5x optical sight. A optional Infrared sight can be mounted on the carrying handle, and be used in conjunction with the 3.5x sight, which means that the user need not change his shooting stance to get a good sight picture. Several connection points on the stock give the ability to quickly mount several optional systems like flashlights, lasers, or a folding bipod.

The action is a departure from the norm for H&K. Instead of their famous roller locked blowback system the G36 uses a conventional gas operated rotating bolt. This is through either a thirty round magazine (of which several can be linked side by side) or from a 100 round dual drum magazine. Although the latter is meant for the MG36 variant, the light support weapon, all G36 versions can utilize it.

Specifications

Weapon Template: Assault Rifle
BESM Damage: 10
Abilities: Autofire 2
Disabilities: Limited Shots 1 (30, 6 bursts)
Features/Accessories: Folding Stock, Scope
Skill: Gun Combat (autofire)
Item Type: Major
Caliber: 5.56 NATO (.223 Remington)
Range: 1333 feet (400 meters)

Kalashnikov AK-47 / AKM

The AK-47 is a very simple, and effective weapon. Alexi Klashnikov, was dissatisfied with the poor finish found on war time weapons. He set about to create something better. The AK-47 (Automat Klasnikov, year 47)

reverted to prewar manufacturing methods, resulting in an excellent, nearly unbreakable, weapon. It is a gas-operated, selective-fire weapon firing the Soviet 7.62x39mm M1943 round and uses a standard 30-round curved box magazine. The AK comes in two versions: one with a fixed wooden stock, and another, the AKS, with a folding metal stock issued primarily to parachutists and armor troops. Except for the differences in the stock and the lack of a tool kit with the AKS, the two versions were identical. The early AKs had no bayonet, but the version with the fixed wooden stock later mounted a detachable knife bayonet.

The improved model, known as the AKM, is easier to produce and operate. It weighs about one kilogram less than the AK. The reduced weight results from using thinner, stamped sheet metal parts rather than machined, forged steel; laminated wood rather than solid wood in the handguard, forearm, pistol grip, and buttstock; and new lightweight aluminum and plastic magazines. Other improvements include a straighter stock for better control; an improved gas cylinder; a rate-of-fire control alongside the trigger; a rear sight graduated to 1,000 meters rather than 800 meters; and a greatly improved, detachable bayonet.

The AKM also has a folding-stock version, designated AKMS, intended for use by riflemen in armored infantry combat vehicles such as the BMP. Except for its T-shaped, stamped-metal, folding buttstock, the AKMS is identical to the AKM. All 7.62mm Kalashnikov assault rifles fire in either a semiautomatic or automatic mode and have an effective range of about 300 meters. The AK has seen service in dozens of different conflicts, and can still be found, some 50 years after its first production. Many variations exist, such as the Yugoslav M-78, which is rechambered for NATO ammunition, and the Chinese type 56. (Which only differs in having the Cyrillic replaced by pictograms) Additionally, the Israeli Galil rifle is just a modified version of the same basic mechanism.

The AK is a reliable, no nonsense, piece of equipment. It gladly takes rough handling, and with proper maintenance, is unbreakable. A machinegun variant exists, with a heavier barrel and a bipod.

AK47 Variants

- *AKMS: An AKM with a folding stock.*

Specifications

Weapon Template: Assault Rifle

BESM Damage: 10

Abilities: Autofire 2

Disabilities: Limited Shots 1 (30, 6 bursts)

Features/Accessories: Folding Stock (AMKS)

Skill: Gun Combat (autofire)

Item Type: Major

Caliber: 7.62mm Russian

Range: 1300 feet (400 meters)

Kalashnikov AK-74 / AKS74

The AK-74 is basically an AKM rechambered and rebored to fire a 5.45mm cartridge and was introduced in 1974 as might be expected by the weapons designation. From the outside, the combat rifle has the same general appearance as the AKM, with two more notable differences. The rifle has a distinctive two-port muzzle brake, which gives it a slightly greater overall length than the AKM. In addition, The Rifle also has a smooth plastic magazine, which is slightly shorter and is curved to a lesser extent than the grooved metal AKM magazine. One problem is that many of these magazines are made out of red plastic, which are very visible. The AK-74 uses the same style of bayonet as the other AK-series weapons.

Although the AK-74 is a little bit heavier than the AKM when empty, the newer rifles loaded weight is slightly less than that of the AKM; this is due primarily to the plastic magazine and the smaller 5.45mm ammunition. Like the AK and AKM, the AK-74 can mount a grenade launcher and a passive image intensifier night sight. There is also a folding-stock version, designated AKS-74, which has a Y-shaped, tubular stock. The stock has an extremely narrow buttplate, as opposed to the T-shaped, stamped-metal buttstock of the AKMS.

The AK-74 fires 5.45x39mm ball, ball-tracer, and incendiary-tracer rounds. The smaller 5.45mm round of the AK-74 has a considerably higher muzzle velocity than the 7.62mm round of the AKM; this eliminates the range-limiting drawback of its predecessor. Like the AKM, the AK-74 has a maximum sight setting of 1,000

meters, but the effective range is 500 meters (versus 300 meters for the AKM). The AK is a reliable, no nonsense, piece of equipment. It gladly takes rough handling, and with proper maintenance, is unbreakable. A machinegun variant exists, with a heavier barrel and a bipod.

AK74 Variants

- *AKS74*: Has a *folding stock*.
- *AKSU74*: This variant is an AKS74 with a shortened barrel (*Carbine Format*).

Specifications

Weapon Template: Assault Rifle
BESM Damage: 10
Abilities: Autofire 2
Disabilities: Limited Shots 1 (30, 6 bursts)
Features/Accessories: Folding Stock (AKS-74)
Skill: Gun Combat (autofire)
Item Type: Major
Caliber: 5.45mm Russian
Range: 1640 feet (500 meters)

AN94

Slowly replacing the AK-74 as the standard issue rifle of the Russian army, the AN 94 was introduced in the year 1994, although its deployment to the troops has been slow. Only the Spetsnaz and other Russian special forces have completely switched over to the new rifle, with the regular army following at a significantly lower rate. The AN 94 was not designed by Kalashnikov, and shares few design characteristics with those weapons. Only the magazine, the pistol grip, the cleaning kit, and the hinge for the folding stock have been retained from the AK-74.

The weapon is of lightweight construction with extensive use of polymers in the stock and receiver. The action used is very innovative: although it is a gas operated action with rotary bolt, the entire mechanism can move inside of the receiver. Coupled with a pulley and cable, the loading cycle of the rifle can be speeded up, so that when the weapon is fired in fully automatic (or in its two shot burst setting) the first two shots are fired at an incredible rate of 1800 rounds per minute! This means that the bullets have left the barrel before recoil makes the gun move off its target, which enhances the accuracy considerably. After the first two shots have been fired, the gun continues to fire at a rate of 600 rounds per minute, like a normal automatic rifle. If the trigger is released and pulled again, the first two shots will again be at the high rate of fire. Off course a single shot setting is also provided.

The magazines AN 94 are the magazines for the AK-74, and are usually of the thirty round red plastic variety.

Specifications

Weapon Template: Assault Rifle
BESM Damage: 10
Abilities: Autofire 2
Disabilities: Limited Shots 1 (30, 6 bursts)
Features/Accessories: Folding Stock
Skill: Gun Combat (autofire)
Item Type: Major
Caliber: 5.45mm Russian
Range: 1333 feet (400 meters)

Dragunov SVD

The Dragunov, a scary looking weapon with a scary sounding name, has struck more than fear into the hearts of opponents since its development in the Soviet Union. It is a semi-automatic sniper rifle chambered for the Russian 7.62x54 Rimmed round. Intended for long distance firing, it was designed with the intention of increasing the effective combat range of a Soviet platoon rather than as a true sniper rifle. (E.g. It is also given to marksmen, not just snipers.) The basic components are based on the AK series and have been extended and reinforced to accept the more powerful 7.62x54 round. It uses special steel-cored rounds, which are 2.5 times

more accurate than regular ones, though it can use regular ones if necessary. The trigger has been slightly modified for a comfortable pull with reduced shaking and a faster lock-time. It is composed mainly of pressed steel, but the quality is exceptional by Soviet standards, at least up to Western standards. The stock is also commendable, and has since become widely copied and available as a separate piece to add to other combloc weapons such as the SKS. The stock is light and hollow. Most importantly, it has been built to serve as a headrest while the firer is aiming. The main sight is the telescopic sight, but there are also basic iron sights that can be used while the telescopic sight is already installed. The telescopic sight, a PSO 1, has 4x magnification and is clear and simple to interpret. Recoil of the rifle is controlled so that the sights come back on line each time thanks to the straight-line layout. The rifle shoots as accurately as one would expect from a sniper rifle. While the iron sights can be calibrated to ranges over 1000m, the effective range of the rifle when the component of the average human operator is added, is probably around 800m (2624 ft). There is also a civilian hunting version formerly sold in the Soviet Union called the 'Medved' which is Russian for Bear. It has a sportier stock, a 5 round magazine, no iron sights or flash hider, and is chambered for the 9x54mm round. Norinco in China also manufactures civilian versions.

Specifications

Weapon Template: Medium Rifle
BESM Damage: 10
Abilities: Long Range
Disabilities: Limited Shots 1 (10-round clip), Static
Features/Accessories: Accurized, Scope
Skill: Gun Combat (rifle)
Item Type: 2 Major
Caliber: 7.62mm (Russian), .308 Win
Range: 2624 feet (800 meters)

Galil ARM

The Galil ARM is the result after Israeli examined many different rifles. It was originally made for the 5.56mm NATO cartridge, but there is also a 7.62mm NATO version. The weapon comes with a bipod and a folding stock. It has a 35-round magazine, though there is a 50-round magazine available. There is also a sniper version of the Galil ARM with a 10x power scope.

Galil Variants

- *Galil Sniper:* Scope.
- *7.62mm Galil:* Becomes a *Battle Rifle* with 15 damage.

Specifications

Weapon Template: Assault Rifle
BESM Damage: 10
Abilities: Autofire 2
Disabilities: Limited Shots 1 (35)
Features/Accessories: Folding Stock
Skill: Gun Combat (autofire)
Item Type: Major
Caliber: 5.56mm NATO
Range: 1300 feet (400 meters)

Heckler & Koch PSG-1

The Heckler & Koch PSG-1 is arguably the most accurate semi-automatic sniper rifle in the entire world. Developed mostly for counterterrorism and police sharpshooting duties, *each* rifle must be able to fire fifty shots into a three inch group at three hundred meters. That is 1 MOA (Minute Of Angle). While there are other rifles out there that can put their shots into a 1 MOA group, there are very few that can do it fifty times in a row. Most manufacturers test their weapons with three shot groups. However, there are some drawbacks to the weapon. The first is that it weighs nearly eighteen pounds, which is on the heavy side for a military rifle. For a police weapon this is less of a problem. The second is that the

weapon can only carry one specific sight, namely the Hendsoldt 6x42 sight, which was specially developed for it. The Hendsoldt sight has a maximum range setting of 600 meters, which is on the short side for a military environment. Again, less of a problem with police sniping. The third is that the rifle ejects the spent cases almost ten meters to the side, which can give away a snipers position. This is a *big* disadvantage for the military, but (again) not so much for the police, who do not usually have to hide from countersnipers....

The last disadvantage is that of price: The PSG-1, complete with sight, costs a cool 10,811 dollars! While the rifle is an extraordinary piece of equipment, it is the price tag which is the biggest problem for the majority of its potential users. Only the most elite units can afford such equipment.

The PSG-1 features H&K's famed roller locked delayed blowback action, with some modifications to make it operate more silently, should the weapon need to be equipped with a suppressor. On the fore-end there is a rail for mounting a tripod or a sling swivel onto the rifle. The buttstock is equipped with an adjustable cheekpiece, and the trigger is fully adjustable. The pistol grip too is fully adjustable to the individual user. The rifle is available with magazines that hold five, or twenty rounds.

Although a wonderfully accurate rifle, which is very well suited to the role of police and counterterrorism sniper rifle, its price keeps it out of reach of all but the best-equipped units.

Specifications

Weapon Template: Medium Rifle

BESM Damage: 10

Abilities: Long Range

Disabilities: Limited Shots 2 (5-round clip), Static

Features/Accessories: Accurized, Bipod Attachment, Scope

Skill: Gun Combat (rifle)

Item Type: 2 Major

Caliber: 7.62 NATO (.308 Winchester)

Range: 2000 feet (600 meters)

HK MSG90

The HK MSG90 is intended to be a military sniper rifle and is lighter and less expensive version of the PSG1. It is fitted with an adjustable stock to help keep the eye in line with the 10x power scope, which can be set to about 1,200 meters. It has a 5- or 20-round magazine and is chambered for the 7.62mm NATO cartridge.

Specifications

Weapon Template: Medium Rifle

BESM Damage: 10

Abilities: Long Range

Disabilities: Limited Shots 2 (5-round clip), Static

Features/Accessories: Accurized, Scope

Skill: Gun Combat (rifle)

Item Type: Major

Caliber: 7.62 NATO (.308 Winchester)

Range: 2600 feet (800 meters)

Beretta BM59

This weapon is an Italian weapon that is a modified M1 Garand with autofire capabilities. Its modifications are a removable magazine, a shorter barrel, and a special muzzle that allows the use of rifle grenades, and is also chambered for the 7.62mm NATO cartridge. A folding stock is optional.

Specifications

Weapon Template: Battle Rifle
BESM Damage: 15
Abilities: Autofire 2
Disabilities: Limited Shots 1 (30)
Features/Accessories: None
Skill: Gun Combat (autofire)
Item Type: Major
Caliber: 7.62mm NATO
Range: 1800 feet (539 meters)

HK G3

(From: World.guns.ru and www.probertencyclopaedia.com)

The Heckler and Koch G3 is a German assault rifle produced in 7.62 mm and 5.56 mm calibres fed from a 20-round box magazine. The rate of fire is selectable between single-shot semi-automatic and fully automatic at a rate of 600 rounds-per-minute. There are many variants, like ones with fixed or folding stocks, shorter barrels, etc. Until 1995, the G3 in various modifications served as a general issue shoulder weapon not only for German Armed forces, but also for many other countries. Those include Greece, Iran, Mexico, Norway, Pakistan, Portugal, Sweden, Turkey and many other countries. Total of more than 50 countries during the last 40 years issued the G3 to its forces. The G3 was or still is manufactured in countries like the Greece, Pakistan, Iran, Turkey, Portugal and others.

Specifications

Weapon Template: Battle Rifle
BESM Damage: 15
Abilities: Autofire 2
Disabilities: Limited Shots 1 (20 rounds)
Features/Accessories: None
Skill: Gun Combat (autofire)
Item Type: Major
Caliber: 7.62mm NATO/.308 Winchester
Range: 1,300 feet (400 meters)

HK G11

(From: World.guns.ru)

The G11 development started in the 1960's, when the West German government decided to replace existing G3 rifles with a lighter weapon with much better hit probability. The initial studies lead to the idea of the small-caliber, rapid-fire rifle that fires caseless ammunition. To ensure sufficient stopping/killing power for small-caliber bullets used, the rifle should had have the three-round bursts capability and high capacity magazine. The new design, called G11, was created by german company Hecler und Koch, with the Dynamit Nobel company in team. The HK was responsible for the rifle itself, while Dynamit Nobel had to develop caseless ammunition. The G11 rifle is a unique rifle, in that is fires caseless ammunition. Caseless ammution has no brass casing that holds the gunpowder adn bullet, but it a solid block of propellant with the bullet embedded inside. The wepaon has a futuristic looking design and has a magazine capacity of 50 rounds of 4.7mm caseless ammunition. The G11 has selective fire of semi-automatic, 3-round burst, and full autofire of 600 rounds-per-minute. The rifle features a 1x power optical scope in the carrying handle as well.

The caseless ammunition in its early appearance was designed as a block of the propellant, coated with flammable laquer, with bullet and primer "glued on" the propellant. Final ammunition design DM11, that appeared in the mid-1980s, featured "telescopic" design, when bullet was fully enclosed in the block of the propellant. The cartridge propelled the bullet that weights 3.25 gramms, to the 930-960 meters per second. Early prototypes were prone to the ammunition cook-offs during the sustained fire, but later Dynamit Nobel solved this issue.

In the late 1980s the Bundeswehr (West German Army) began the field tests of the pre-production G11s. After the initial tests, some improvements were devised, such as removable optical sight, mounting of two spare

magazines on the rifle, and bayonet/bipod mount under the muzzle. The modified variant, called G11K2, was tested in 1989, scoring at least 50% better combat accuracy when compared to G3 rifle. Initial batch of some 1000 G11K2s was received by Bundeswehr in 1990 or so, but due to some reasons the whole programme was cancelled by German Government. The slightly modified G11 was also tested in the USA under the ACR (Advanced Combat Rifle) programme, in 1990. The ACR programme was not intended to result in adoption of the new rifle for the US Army, just to test new technologies and designs, and the G11 proved itself as a very accurate, comfortable to handle and fire, and reliable weapon.

Specifications

Weapon Template: Assault Rifle
BESM Damage: 10
Abilities: Autofire 2
Disabilities: Limited Shots 1 (45 rounds)
Features/Accessories: Carbine, Scope
Skill: Gun Combat (autofire)
Item Type: Major
Caliber: 4.7mm Caseless
Range: 1,300 feet (400 meters)

FN FAL

(Excerpt From: World.guns.ru)

The FN FAL (Fusil Automatique Leger - Light Automatic Rifle) is one of the most famous and widespread military rifle design of the 20th century. Developed by Fabrique Nationale of Belgium, it was used by some 70 or so countries and was manufactured in at least 10 countries. Today, the FN FAL has been replaced as the standard military rifle, but it is still used in some parts of the world.

During the time, FAL was built in numerous versions, with different furniture, sights, barrel lengths etc. There are, however, four basic configurations of FAL rifle: FAL 50.00, or simply FAL, with fixed buttstock and standard barrel; FAL 50.63 or FAL "Para", with folding skeleton butt and short barrel; FAL 50.64 with folding skeleton butt of "Para" model and standard length barrel; and the FAL 50.41, also known as FAL Hbar or FALO - a heavy barreled model which was intended primary as a light support weapon.

As with other light select-fire weapons chambered for 7.62x51mm NATO round, the controllability of the full auto fire is disappointing and shots spread in burst is extremely wide. But, regardless of this, the FAL is one of the best so known "battle rifles", reliable, comfortable and accurate. It is somewhat sensitive to fine sand and dust but otherwise is a great weapon.

The only countries still producing the FAL rifles until the present time are the Brazil and, most surprisingly, the USA. Brazil adopted the FAL under the name LAR and manufactured it at the IMBEL facilities. The USA produced a small amount of FALs as the T-48 at H&R factory in early 1950s for Army trials, but at the present time a number of private US Companies are manufacturing various versions of FAL rifle. The British L1A1 is a semiautomatic version of the FN FAL and is often issued with a 4x power scope.

Most of these rifles are limited to semi-auto only and are available for civilian users. Probably most notable US manufacturer of FAL modifications is the DS Arms company, which produced its rifles under the name of DSA-58.

The FN FAL is chambered for the 7.62mm NATO cartridge and has a 20-round detachable magazine.

Specifications

Weapon Template: Battle Rifle
BESM Damage: 15
Abilities: Autofire 2
Disabilities: Limited Shots 1 (20 rounds)
Features/Accessories: None
Skill: Gun Combat (autofire)
Item Type: Major
Caliber: 7.62mm NATO/.308 Winchester
Range: 1,300 feet (400 meters)

Steyr AUG

(Excerpt From: World.guns.ru)

The Steyr AUG (Armee Universal Gewehr - universal army rifle) is a strange looking weapon. It is an assault rifle chambered for the 5.56mm NATO cartridge in a bull-pup configuration. It has a 30-round magazine and has a 1.5x power scope in the carrying handle. The rifle has been adopted by the Austrian army as teh Stg. 77 and by the Australian, New Zealand, Omani, Malaysian, Saudi Arabian, Irish and other armed forces, as well as the US Coast Guard and other law enforcement agencies.

The AUG was designed with versatility in the mind: its key features included quick interchangeable barrels of different lengths (from short carbine barrel to long and heavy light support weapon/marksman rifle barrel with bipod), ambidextrous design (rifle may be quickly converted to be fired from the left shoulder but this require partial disassembly of the weapon).

Military AUG may be fired in select-fire or in full-auto modes with different trigger pulls - the short pull results in single shot, while the long pull results in full-auto fire. The safety is of cross-bolt type and located above the trigger-guard.

Some variants of the AUG may be equipped with M203 40mm grenade launcher. Last modification of the AUG, AUG A2, introduced in 1997, features redesigned cocking handle and new sight rails that allows quick removal of the standard sight and installation of any STANAG-compatible sight mounts.

Specifications

Weapon Template: Assault Rifle
BESM Damage: 10
Abilities: Autofire 2
Disabilities: Limited Shots 1 (30 rounds)
Features/Accessories: Carbine, Scope
Skill: Gun Combat (autofire)
Item Type: Major
Caliber: 5.56mm/.223 Remington
Range: 1,300 feet (400 meters)

Valient Sniper

(From: World.guns.ru)

VSS (Vinovka Snaiperskaja Spetsialnaya = Special Sniper Rifle) was designed for special operations. Adopted by Russian Military and Special Law Reinforcement units in 1987. This rifle has integrated silencer and uses special subsonic ammo - 9mm cartridges SP-5 (special subsonic sniper cartridge) and SP-6 (special subsonic AP cartridge). With more precision SP-5 loads VSS provide a 75mm (ca. 3") 5 shots groups at 100 meters. SP-6 AP loads can pierce 8mm steel plate at 100 meters with heavy (16g) bullet with hardened steel core. VSS is intended for use at short and medium distances (up to 400 meters with telescope or up to 300 meters with night (IR) sight). Noise level of VSS is as low as 130dB, and is equivalent to noise of .22 unsilenced rifle. VSS was (and is) used in all local conflicts that Russian Army was involved in last decade.

Specifications

Weapon Template: Medium Rifle
BESM Damage: 10
Abilities: None
Disabilities: Limited Shots 1 (10 rounds)
Features/Accessories: Silencer
Skill: Gun Combat (rifle)
Item Type: Major
Caliber: 9x39mm
Range: 1,300 feet (400 meters)

Stoner SR-25

Made by Knights Mfg Co., the SR-25 is a high quality, semi-automatic sniper rifle. This weapon was designed by Eugene Stoner, and shares many of the characteristics of the M-16 and AR-10, including the gas-operated action. Unlike those guns however, the SR-25 was designed to be sniper rifle, and thus features rather better standards of manufacturing. The SR-25 is capable of outstanding accuracy well over two thousand feet distance, and for many this gun is an excellent alternative over the arguably better, but far more pricier, H&K PSG-1. The weapon is of lightweight construction with an extruded aluminum frame and synthetic stock. The barrel is heavy, free floating, chrome plated, and of match grade. The action is based upon the direct gas tap of the M-16, with modifications to make it suitable for a high-powered rifle. There is no carrying rail; instead there is an integrated Weaver type rib in the upper receiver, upon which a variety of scopes can be mounted. An optional suppressor can be mounted on the rifle as well. The magazines for the SR-25 are the same as used in the old AR-10, and are of the 20 round variety.

Specifications

Weapon Template: Medium Rifle
BESM Damage: 10
Abilities: Long Range
Disabilities: Limited Shots 1 (20-round clip)
Features/Accessories: Accurized, Scope
Skill: Gun Combat (rifle)
Item Type: Major
Caliber: 7.62 NATO (.308 Winchester)
Range: 2200 ft (660 meters)

M16

Designed by Eugene Stoner, the M16 series of rifle has been the US military's main weapon of choice since the 1960s. The current version, the M16A2, has a 30-round magazine and a 3-round burst setting, but unlike the original M16A1, it doesn't have a full automatic fire capability.

After many trials and tribulations, the M16 was adopted by the US Army and was issued to troops in Vietnam. Here, disaster struck. The army hadn't bought cleaning kits for the rifle, and the ammo that they issued did not use the powder that Stoner had intended to be used in the rifle. This, combined with the lack of a chrome layer in the barrel quickly resulted in many problems in the field. Some soldiers claimed that the M-16 was responsible for as many deaths as the Vietcong. When congress heard of the debacle a commission was formed, and the result cleared Stoner and ArmaLite of any blame, putting it all in the army's lap. After the needed changes had been implemented the M-16 proved to be a valuable weapon, and it has served in various guises in the US Army and in other armies over the entire world since.

There are countless variations on the rifle, including many civilian ones, but the current incarnations of the rifle include the M16A2, with improved ergonomics, a faster twist in the rifling, allowing the rifle to fire the new NATO standard SS190 round, a redesigned flash hider, interchangeable handguard, a three round burst setting replacing the fully automatic one for ammo conservation, and redesigned sights that are fully adjustable. An M203 grenade launcher can be fitted in place of the handguard. Civilian versions are made by ArmaLite, Bushmaster, Colt, and Olympic Arms. While .223 Remington is the most used caliber, some manufacturers manufacture the rifle in 7.62 BLOC (Same as the AK-47), 9mm, .40 S&W, .45 ACP, and a variety of lesser known calibers.

A carbine version named the M4 and M4A1 are also available. These feature a shorter barrel, collapsible buttstock, and a modular upper receiver, on which a variety of different sights can be placed in a matter of seconds. There was an earlier version of the carbine is the CAR-15 which is a short barrel version of the M-16 that was used during Vietnam.

The rifle is available with magazines that hold five, ten, twenty, or thirty rounds. There is also a snail magazine (curves around) that will hold 99 rounds.

M16 Variants

- *M16A1*: Autofire 2.
- *M16A2*: Autofire 1.

- *CAR15*: Autofire 2 and *Carbine Format*.
- *M4* and *M4A1*: Autofire 2, *Folding Stock*, and *Carbine Format*.

Specifications

Weapon Template: Assault Rifle
BESM Damage: 10
Abilities: Autofire 1 (A2) or 2 (all others)
Disabilities: Limited Shots 1 (30)
Features/Accessories: None
Skill: Gun Combat (autofire)
Item Type: Major
Caliber: 5.56mm NATO (.223 Remington)
Range: 1333 feet (400 meters) (A1, A2); 1200 feet (366 meters) (M4, M4A1)

Action Rifles

Note: Because of the many various kinds of firearms used for hunting, I have limited to 4 types of firearms; the varmint rifle, deer rifle, safari rifle, and the elephant gun. I have provided a basic weight, caliber, ammo count, and the like, for these weapons.

Varmint Rifle

“Varmint Rifles” are on the light side on hunting calibers. Varmint rifles, or sometimes known as Mountain rifles, are good for women and children because of their smaller size.

Specifications

Weapon Template: Light Rifle
BESM Damage: 5
Abilities: None
Disabilities: Limited Shots 1 (10)
Features/Accessories: None
Skill: Gun Combat (rifle)
Item Type: Minor
Caliber: .22 Long Rifle, various other calibers are available.
Range: 2,000 feet (600 meters)

Deer Rifle

“Deer Rifles” are medium caliber, bolt-action hunting rifles. Usually chambered in .30-06, though it is by no means the only caliber available for hunting. These are the most common civilian models available. Many telescopic scopes are available for these rifles.

Specifications

Weapon Template: Medium Rifle
BESM Damage: 10
Abilities: None
Disabilities: Limited Shots 1 or 2 (5, 7, or 10)
Features/Accessories: None
Skill: Gun Combat (rifle)
Item Type: Major
Caliber: .30-06, various other calibers are available.
Range: 2,000 feet (600 meters)

Safari Rifle

A “Safari Rifle” is a larger caliber, bolt-action or breech-loading hunting rifle, usually chambered in .460 Winchester Magnum, suited to hunt larger game. Such weapons as this used to be more popular, but with the

political controls on big game hunting and the near extinction of some large game species, the demand for these rifles has dwindled. Like the deer rifle, these can have a telescopic scope as well.

Specifications

Weapon Template: Heavy Rifle
BESM Damage: 15
Abilities: Long Range
Disabilities: Limited Shots 1 or 2 (4, 5, 7, or 10)
Features/Accessories: None
Skill: Gun Combat (rifle)
Item Type: Major
Caliber: .338 Lapua (8.60x70mm), .300 Win Mag, .460 Win Mag, 7mm Rem Mag
Range: 2,275 feet (750 meters)

Elephant Gun

An “Elephant Gun” is a powerful bolt-action or breech-loading hunting rifle chambered for very large caliber rounds. Elephant guns are actually the largest safari rifles and because they are so big and powerful, they deserve their own weapon description. Because of the high caliber rounds these firearms use, they are big, cumbersome and has a nasty recoil when fired.

Specifications

Weapon Template: Anti-Material Rifle
BESM Damage: 20
Abilities: Penetrating, Long Range
Disabilities: Inaccurate, Limited Shots 2 (5)
Features/Accessories: None
Skill: Gun Combat (rifle)
Item Type: Major
Caliber: .50 or higher
Range: 2750 feet (900 meters)

Winchester Model 70 Bolt-Action Rifle

The Winchester Model 70 is a high quality bolt action rifle that is available in a variety of different models, calibers, and barrel lengths. The Winchester rifles are available with open sight but are also drilled to use scopes. The Magazine of the Rifle is internal.

- The *Model 70 Black Shadow* is designed for rough hunting conditions and has a Matte blued barrel so that the rifle does not betray your presence with a reflection. Rifle has a composite stock. The rifle is available with a 24 or 26 inch barrel and in the calibers of 270 Winchester with a 5 round magazine, 30-06 Springfield with a 5 round magazine, 7mm Remington Magnum with a 3 round magazine, or 300 Winchester Magnum with a 3 round magazine.
- The *Model 70 Compact* is a scaled down version on the standard Model 70. The shorter length makes the rifle makes it an ideal rifle for smaller individuals including women shooters and younger shooters. Because of the smaller size of the weapon, the Compact is an ideal "mountain rifle." The Rifle is available in the calibers of 243 Winchester, 308 Winchester, and 7mm-08 Remington. All Compacts have a 4 round magazine. The Rifles have wood stocks.
- The *Model 70 Coyote* is a hunting rifle mainly used for small game and is otherwise known as a varmint rifle. The Rifle has a 24 inch medium weight stainless steel barrel and come standard with wooden stocks. Special stocks are made for using a bi-pod or to use on sandbags. The Rifle is available in .223 Remington, 22-250 Remington, and 243 Winchester with the first caliber having a six round magazine and the other two calibers having a five round magazine.
- The *Model 70 Featherweight* is a 22 inch barrel version of the Model 70 and is available in a large variety of calibers. The Rifle is available in 22-250 Remington, 243 Winchester, 6.5 x 55mm Swedish, .

308 Winchester, 7mm-08 Remington, .270 Winchester, and 30-06 Springfield. All Featherweights have a 5 round magazine. The stocks of the Featherweight are checkered wood.

- The *Model 70 Classic Safari Express* is a heavy version of the Model 70 designed for very large game and is available in several heavy calibers. The rifle is available in .375 H&H Magnum, .416 Remington Magnum, and .458 Winchester Magnum. All Safari Express Rifles have a 3 round magazine. The stocks of the Featherweight are checkered wood.
- The *Model 70 Classic Sporter LT* is a sporting rifle available in a variety of different calibers and with a 24 or 26 inch barrel. In the shorter 24 inch barrel length, the rifle is available in .25-06 Remington, .270 Winchester, and 30-06 Springfield. All 24 inch barrel versions have five round magazines. In the longer 26 inch, The rifle is available in 7mm STW, 7mm Remington Magnum, .300 Winchester Magnum, and .338 Winchester Magnum. All 26 inch barrel versions have three round magazines. The stocks of both versions of the rifle are checkered wood.
- The *Model 70 Classic Stainless* is designed with a stainless steel barrel and action combined with a composite stocks to make a very rugged rifle. The synthetic stock allows the rifle to takes humid conditions without affecting accuracy. The rifle is available in .270 Winchester and 30-06 Springfield with a 24 inch barrel and five round magazines. It is also available in the calibers of 7mm STW, 7mm Remington Magnum, .300 Winchester Magnum, .300 Ultra Magnum, and .338 Winchester Magnum with a barrel length of 26 inches and with three round magazines. Finally, the rifle is available in .375 H&H Magnum with a 3 round magazine and a 24 inch barrel.
- The *Model 70 Stealth* is a heavier weight varmint rifle and is designed to be especially accurate with a heavy barrel. The Rifle has a combination Kevlar, fiberglass, and graphite stock with a full-length aluminum bedding block. The Rifle has a 26 inch barrel and has a Matte finish on all exposed surfaces. The Rifle is available in .223 Remington, 22-250 Remington, and 308 Winchester with the first caliber having a six round magazine and the other two calibers having a five round magazine.
- The *Model 70 Classic Super Grade* features a top of the line recoil pad and is available with either a 24 or 26 inch barrel. The Rifle has checkered wood stocks. With a 24 inch barrle, the rifle is available in 25-06 Winchester, 270 Winchester, and 30-06 Springfield. All 24 inch barrel versions have five round magazines. In a 26 inch barrel, the Rifle is available in 7mm Remington Magnum, .300 Winchester Magnum, and .338 Winchester Magnum. All 26 barrel versions have a three round magazine.

Specifications

Weapon Template: Light Rifle (cal .223 to .270), Med Rifle (cal .300 WM to .30-06), Hvy Rifle (cal .308 +)

BESM Damage: 5 (cal .223 to .270), 10 (cal .300 WM to .30-06), 15 (cal .308 or more)

Abilities: None

Disabilities: Limited Shots 1, 2, or 3 (3 to 6 rounds)

Features/Accessories: None

Skill: Gun Combat (rifle)

Item Type: Minor to Major (any caliber over .300 WM)

Caliber: .223 Remington, .243 Winchester, .270 Winchester, .308 Winchester, .30-06, 7mm Rem Mag, .300 Win Mag, and .338 Win Mag.

Range: 1,800 feet (539 meters)

Springfield 1903

Officially designated "U.S. Rifle, Caliber .30, Model of 1903," it was better known as the Springfield '03, or simply the '03. This bolt-action rifle was adopted by the U.S. Army in 1903 and remained the standard issue rifle of America's armed forces until 1936. In 1906, the .30-caliber cartridge was modified and designated the "M1906 Cartridge"; it became widely known as the .30-06. This cartridge was the standard U.S. rifle and machine gun cartridge for the next fifty years. In 1936, the Springfield '03 was replaced by the M1 Garand, but many Springfields saw service in World War II, mostly as a sniper's weapon. In the Normandy Campaign, the

Springfield was used primarily as a sniper weapon; the vast majority of infantrymen preferred semiautomatic and automatic weapons to the bolt-action rifle. Any advantage the Springfield may have had in accuracy was more than offset by the rate of fire the Garand, M1 Carbine and BAR offered.

Specifications

Weapon Template: Heavy Rifle
BESM Damage: 15
Abilities: None
Disabilities: Limited Shots 2 (5 rounds)
Features/Accessories: None
Skill: Gun Combat (rifle)
Item Type: Major
Caliber: .30-06
Range: 1815 feet (550 meters)

M40A1

In Vietnam, the US didn't have any form of sniper school or sniper weapons, so soldiers went to using the Remington Model 700 rifles fitted with scopes as sniper weapons that were bought in stores in Okinawa. The M40A1 is the militarized version of the Remington Model 700 rifle. It has a 5-round magazine, is chambered for the 7.62mm NATO cartridge, and has a 10x power scope.

Specifications

Weapon Template: Medium Rifle
BESM Damage: 10
Abilities: Long Range
Disabilities: Limited Shots 2 (5)
Features/Accessories: Scope
Skill: Gun Combat (rifle)
Item Type: Major
Caliber: 7.62mm NATO (.308 Winchester)
Range: 1815 feet (550 meters)

M24 SWS

(From Mel's Sniper Page: www.snipercentral.com)

The M24 Sniper's Weapon System (SWS) represents a return to bolt action sniper rifles by the US Army. As in the USMC M40A1, the M24 uses the Remington 700 action, although the receiver has been made for adaptation to take the .300 Winchester Magnum round. The stock (HS Precision) is made of a composite of Kevlar, graphite and fibreglass bound together with epoxy resins, and features an aluminium bedding block and adjustable butt plate. A detachable bipod (Harris) can be attached to the stocks fore-end.

Specifications

Weapon Template: Medium Rifle
BESM Damage: 10
Abilities: Long Range
Disabilities: Limited Shots 2 (5)
Features/Accessories: Scope
Skill: Gun Combat (rifle)
Item Type: Major
Caliber: 7.62mm NATO (.308 Winchester)
Range: 2400 feet (800 meters)

FN 30-11 Sniping Rifle

(From: World.guns.ru)

This sniper rifle was built by FN (Fabrique Nationale) in Belgium, in 1976-1986, and still is in service with Belgium armed and police forces, as well as in other countries. FN 30-11 is built on FN 30 action, which, in turn, is FN-improved famous Mauser 1898 action, built by FN under the Mauser license prior to WW2. FN 30-11 features Mauser-type three lug bolt (two forward and one rear lug), adjustable trigger and adjustable (via butt-space inserts) wooden stock. Standard sights are FN 4X scope and micrometric adjustable iron sights. Rifle is equipped with FN MAG style flash hider and FN MAG bipod. Although FN 30-11 is now discontinued in production, it is still in service.

Specifications

Weapon Template: Medium Rifle
BESM Damage: 10
Abilities: None
Disabilities: Limited Shots 2 (5 rounds)
Features/Accessories: Scope
Skill: Gun Combat (rifle)
Item Type: Major
Caliber: 7.62mm NATO/.308 Winchester
Range: 2,000 feet (600 meters)

Mauser SP66

(From Mel's Sniper Page: www.snipercentral.com)

The SP66 was designed and intended for both military and Law Enforcement use. It is a well made rifle, with a beautiful and very practical contoured wood stock. The SP66 is similar to, and can trace some of its roots back to, some competition rifles. The rifle uses the Mauser short action with a very fast lock time, which is critical to accurate shooting. The rifle has a high reputation for being extremely accurate, and comfortable to shoot.

Specifications

Weapon Template: Medium Rifle
BESM Damage: 10
Abilities: Long Range
Disabilities: Limited Shots 2 (3)
Features/Accessories: Scope
Skill: Gun Combat (rifle)
Item Type: Major
Caliber: 7.62mm NATO (.308 Winchester)
Range: 2400 feet (800 meters)

Mauser Gewehr 98k

(From: www.probertencyclopaedia.com)

The Mauser Gewehr 98k, or Karabiner 98k, is the shortened German bolt-action based upon the original Gewehr 98, but is six inches shorter. It was produced from 1935 to 1945 and issued to most German soldiers during the Second World War. It was chambered in 7.92 mm caliber and fed from a 5-round box magazine, and had an effective range of about 540 meters. It was also capable of attaching a bayonet and even was used in the sniper role. The bolt-action mechanism is the most common bolt-action found in rifles and has been copied by many other company's and manufacturers worldwide.

Specifications

Weapon Template: Heavy Rifle
BESM Damage: 15
Abilities: None
Disabilities: Limited Shots 2 (5 rounds)
Features/Accessories: None
Skill: Gun Combat (rifle)
Item Type: Major
Caliber: 7.92x57mm Mauser
Range: 1,800 feet (550 meters)

Small Magazine, Lee-Enfield Rifles

(From: World.guns.ru and Jane's Guns Recognition guide)

The Short Magazine, Lee-Enfield, or SMLE, served as the main rifle of the British army in both WWI and WWII. It is chambered for the .303 caliber British with an internal 10-round magazine. The SMLE has seen many variations, but the Rifle No. 1 Mk III and the Rifle No. 4 Mk I are the best known. The Rifle No. 1 Mk III, or SMLE Mk III, was produced over 3 million copies in Britain, India, and Australia and served in both world wars. In fact, even though the current service rifle in WWII, the No. 4 Mk I, was just as good, many British troops tried to get their hands on a SMLE Mk III. The SMLE Mk III was reliable and was the smoothest bolt-action ever made. It was usually sneered at by 'purists' for not being a Mauser, but silenced all their critics in 1914: German units on the receiving end thought that they were under machine gun fire.

Sniper No.4 Mk.1(T) rifles, made during the WW2, were equipped with detachable optical scope mounts at the left side of the receiver. The scope was carried in the separate box when not in use.

The No.4 Mk II rifle, which appeared in 1949 served with British army until the mid-1950s, when the self-loading L1 SLR (semi-auto copy of the Belgian FN FAL) rifle in 7.62mm NATO was introduced into general service. But some SMLEs were left in military service, as a training, target and, especially, sniper rifles, known as Enfield L39 and L41, rechambered to the new standard 7.62mm NATO ammunition, and served well until the late 1980s, when there were replaced by the L96 sniper rifles.

In general the SMLE were ones of the best bolt action battle rifles, fast-firing, powerful and reliable. While being less suitable for "sporterizing" than Mausers, they are still popular among civilians as a hunting and plinking weapons, and also as a part of the history. The SMLE in all its guises served the Britain and the British Commonwealth for more than 60 years in the front line service and much longer as a specialized weapon (training and sniper).

Specifications

Weapon Template: Medium Rifle
BESM Damage: 10
Abilities: None
Disabilities: Limited Shots 1 (10 rounds), Inaccurate (No. 5 Rifle only)
Features/Accessories: Carbine (No. 5 Rifle only)
Skill: Gun Combat (rifle)
Item Type: Major
Caliber: .303 British
Range: 1,800 feet (550 meters)

Mosin-Nagant Rifles (M1891/30)

(Excerpt From: World.guns.ru)

The Mosin-Nagant rifle was relatively modern when it was first introduced, but continuous trend for "economy solutions" and minimal possible upgrades lead to the outdated and not too comfortable weapon by the standards of the first half of the 20th century. The positive aspects of the Mosin rifles were the reliability and simplicity of both manufacture and service - a paramount for generally poorly trained, low-educated and poorly funded Russian army. This rifle also offered a decent ballistics and an acceptable accuracy, it was even used as a sniper weapon with the addition of the telescope sight and some minor modifications.

The Mosin-Nagant rifle is a bolt operated, magazine fed rifle. It used an integral, single stack magazine, loaded from the clip chargers, with capacity for 5 rounds. Magazine protruded below the stock just ahead of the triggerguard, and had a hinged floorplate, used to unload magazine at once and to clean it. Due to the single stack design and a lack of the feed lips, a special device - second-round cutoff, was built into the magazine, to avoid double feeds. On early pattern rifles this device also worked as an ejector, but since the M1891/30 model, a separate ejector was introduced.

In many different variations, the Mosin-Nagant was the standard service rifle of the Russian and Red army for some 60 years, and also was adopted and used by China, Finland, Hungary, Poland, North Korea and as well as other countries. It is still popular in Russia as a civilian, hunting rifle, due to relatively low prices and a readily available ammunition.

Specifications

Weapon Template: Medium Rifle
BESM Damage: 10
Abilities: None
Disabilities: Limited Shots 2 (5 rounds)
Features/Accessories: None
Skill: Gun Combat (rifle)
Item Type: major
Caliber: 7.62mm Russian
Range: 1,800 feet (550 meters)

SIG SSG-2000

(From: World.guns.ru)

The SSG-2000 sniper rifle is an another joint effort by Swiss company SIG Arms (now SAN Swiss Arms) and German company J.P.Sauer & Sohn. Production of the SSG-2000 started in 1989 and it is still in production. SSG-2000 is used by many police units in Swiss, Great Britain, Jordan, Argentine, Taiwan and in other countries.

The SSG-2000 is derived from Sauer 80/90 target rifle. It has bolt action with rotating handle, but non-rotating bolt. When handle is rotated to close action, six lugs are driven onwards from the rear part of the bolt body to lock into the receiver. The action also features loaded chamber indicator. The heavy barrel is hammer forged and has flash hiddr/muzzle brake unit installed. The wooden stock is ajustable. Trigger is two-stage. SSG-2000 has no iron sights by default and is usually fitted with Schmidt & Bender X1.5-6x42 variable power or Zeiss Diatal ZA 8x56T fixed power telescope sight.

Specifications

Weapon Template: Medium Rifle
BESM Damage: 10
Abilities: None
Disabilities: Limited Shots (4 rounds)
Features/Accessories: Scope
Skill: Gun Combat (rifle)
Item Type: Major
Caliber: 7.62mm NATO/.308 Winchester
Range: 1,800 feet (550 meters)

SIG SSG-3000

(From: World.guns.ru)

The SIG-Sauer SSG 3000 rifle is a joint product of the SIG Arms (switzerland) and J.P. Sauer und sohn (Germany) companies, based on Sauer 200STR target rifle.

SSG 3000 is a bolt action, magazine fed rifle. The SSG 3000 features modular design with removable barrel/receiver group and trigger/magazine group. The bolt of the SSG 3000 has 6 lugs and locks directly into the barrel. The barrel is cold hammer forged and has muzzle brake / flash suppressor. The triggers available in

single or two-staged configurations, both adjustable for weight and length of pull. The original stocks were made from laminated wood and are fully adjustable, with adjustable cheek pieces; Recent SSG 3000 rifles, offered in the USA by SIGARMS, feature polymer McMillan stocks, that are also fully adjustable. SSG 3000 has no iron (back-up) sights. Standard telescope is a Hendsoldt 1.5-6x42mm scope, but a STANAG-compliant sight bases also available as an option. SSG 3000 is a popular police sniper rifle both in Europe and USA.

Specifications

Weapon Template: Medium Rifle
BESM Damage: 10
Abilities: None
Disabilities: Limited Shots 1 (5 rounds)
Features/Accessories: Scope
Skill: Gun Combat (rifle)
Item Type: Major
Caliber: 7.62mm NATO/.308 Winchester
Range: 1,800 feet (550 Meters)

Steyr Scout

The Steyr Scout is a versatile, light weight rifle suitable for engagements out to 300 to 400 meters. The Scout rifle features a high-strength polymer stock with an integral folding bipod and a 2.5 power scope. The rifle is chambered for 7.62mm NATO cartridge with a 5-round detachable magazine for civilian models and the Scout Tactical, a sniper rifle variant, with a 10-round detachable magazine.

Specifications

Weapon Template: Medium Rifle
BESM Damage: 10
Abilities: None
Disabilities: Limited Shots 1 or 2 (5 or 10 rounds)
Features/Accessories: Scope, Bipod
Skill: Gun Combat (rifle)
Item Type: Major
Caliber: 7.62mm NATO/.308 Winchester
Range: 1,800 feet (550 meters)

Giat FR-F1/FR-F2

(From: www.probertencyclopaedia.com/)

The Giat FR-F1 was a French precision bolt action sniping rifle produced in 7.5 mm calibre from 1966 to 1980. The rifle was first designed as a target rifle and then modified for use as a sniping rifle and the action was based on the MAS36 service rifle. During the 1970s the calibre was changed to 7.62 mm NATO. The rifle takes a ten round magazine and is fitted with a bipod. The Giat FR-F2 is an improved version of the Giat FR-F1 with a thermal insulating sleeve over the barrel to prevent warping due to heat and reduce the infra-red signature, and the fire-end is of plastic-covered metal instead of wood. The bipod has also been strengthened.

Specifications

Weapon Template: Medium Rifle
BESM Damage: 10
Abilities: None
Disabilities: Limited Shots 1 (10 rounds)
Features/Accessories: Scope
Skill: Gun Combat (rifle)
Item Type: Major
Caliber: 7.62mm NATO/.308 Winchester
Range: 2,000 feet (600 meters)

Steyr-Mannlicher SSG69

The Steyr SSG 69 a bolt-action rifle chambered for the 7.62mm NATO cartridge with a 5-round internal magazine. Also known as the SSG PI, it was adopted by the Austrian army in 1969. In 1986-87, the SSG faced off against the Remington M24 in the final round to select a new US army sniper rifle, but lost. Today, the SSG is offered to the military, police, and civilian shooters in 4 different models; the SSG PI, SSG PII, SSG PIII, and the SSG PIV. The PI was originally a counter-sniper rifle and had iron sights. The PII is a police tactical/sniper rifle and lacks iron sights. The PIII is a shorter version of the PII. Also known as the SSG SD, the PIV can switch between a detachable flash hider or sound suppressor.

Specifications

Weapon Template: Medium Rifle
BESM Damage: 10
Abilities: None
Disabilities: Limited Shots 2 (5 rounds)
Features/Accessories: Scope
Skill: Gun Combat (rifle)
Item Type: Major
Caliber: 7.62mm NATO/.308 Winchester
Range: 1,800 feet (550 meters)

L42A1

The Enfield L42A1 was the British army's primary sniper rifle around the 1950s, until around 1985, it was replaced by the Accuracy international L96A1 sniper rifle. The L42A1 was a conversion of the old WWII-era Lee-Enfield SMLE No. 4 rifles chambered for 7.62mm NATO ammunition. The L42A1 was also available as a civilian rifle called the "Envoy" and a police rifle called the "Enforcer".

Specifications

Weapon Template: Medium Rifle
BESM Damage: 10
Abilities: Accurate
Disabilities: Limited Shots 1 (10 rounds)
Features/Accessories: Scope
Skill: Gun Combat (rifle)
Item Type: Major
Caliber: 7.62mm NATO/.308 Winchester
Range: 2,000 feet (600 meters)

Parker-Hale M85

(Mel's Sniper Page: www.snipercentral.com)

The Model 85 is a sniper rifle, capable of precision fire to ranges of 900 meters. The synthetic stock is manufactured in different colors, according to preference, and is fitted with butt spacers to adjust overall length. A detachable bi-pod is standard. The M85 has been taken into the British Army to supplement the L96A1. The Model 85 has guaranteed first round hit capability up to 600 meters, and 85 percent first round hit capabilities from 600 - 900 meters. The weapon also has a silent safety catch, a threaded muzzle for flash suppressor, and an integral dovetail mount that accepts a variety of sights. The standard scope is a 6x42mm Schmidt & Bender with a BDC from 200 - 900 meters. Emergency iron sights are also fitted.

Specifications

Weapon Template: Medium Rifle BESM Damage: 10 Abilities: None Disabilities: Limited Shots 1 (10 rounds) Features/Accessories: Scope Skill: Gun Combat (rifle) Item Type: Major Caliber: 7.62mm NATO/.308 Winchester Range: 2,000 feet (600 meters)

Accuracy International L96A1

This is the standard issue bolt-action, sniper rifle for the British army. It is chambered for the 7.62mm NATO cartridge, but can come in 7mm Remington or the .300 Winchester Magnum cartridges as well. It has a 10-round magazine.

Specifications

Weapon Template: Medium Rifle BESM Damage: 10 Abilities: Long Range Disabilities: Limited Shots 1 (10-round clip), Static Features/Accessories: Accurized, Bipod Attachment, Scope Skill: Gun Combat (rifle) Item Type: Major Caliber: 7.62mm NATO, .300 Win Mag, 7mm Rem Mag Range: Unknown

Accuracy International Super Magnum

The Accuracy International Super Magnum rifle is essentially an upgraded version of their L96A1 rifle, fitted and strengthened to fire high powered magnum cartridges. The calibers that it is available in are: 7mm Rem Mag, .300 Win Mag, and the .338 Lapua (8.60x70mm). The rifle really comes into its own with the .338 Lapua, which has a slightly longer barrel. With the Lapua cartridge the Super Magnum is capable of approaching the range of some .50 caliber sniper rifles, yet weighs not much more than its smaller brother in .308 NATO. The Rifle features a Bolt Action, which is fed from a five round detachable magazine. The entire rifle is centered around a large aluminum frame, upon which the action and the barrel are mounted. Likewise, the trigger group and the magazine well are also mounted into this frame. The plastic stock, which has adjustable length is really mounted around the aluminum frame. At the front end of the frame a bipod can be attached. The rifle is set up to accept a variety of scopes through a one-piece scope mount. At the end of the barrel a large muzzle brake is attached, which is really needed with a caliber like the .338 Lapua. The heavy barrel itself gives the rifle plenty accuracy, and the Super Magnum is capable of MOA accuracy in a variety of conditions. Currently several militaries have already evaluated the Super Magnum, and at least one country (The Netherlands) has adopted the rifle for use in a Countersniper role. The British military, who already use the Super Magnum's smaller brother the L96A1, are also looking into purchasing a limited number of the Super Magnum rifles.

There is no doubt that the Super Magnum is a very accurate rifle indeed, and it proudly continues the line of Accuracy International rifles.

Specifications

Weapon Template: Heavy Rifle

BESM Damage: 15

Abilities: Long Range

Disabilities: Limited Shots 2 (5-round clip), Static

Features/Accessories: Accurized, Bipod Attachment, Scope

Skill: Gun Combat (rifle)

Item Type: 2 Major

Caliber: .338 Lapua (8.60x70mm), .300 Win Mag, 7mm Rem Mag

Range: 3667 feet (1,100 meters)

Chapter 4: Shotguns

Usually thought of as police and riot weapons, shotguns make effective combat weapons as well. With the buckshot ammunition, shotguns are great in short range combat, and with the slug ammunition, it has a great penetrating ability. The first big war that shotguns appeared was WWI. The shotgun was used in the trenches, where close combat often occurred. Shotguns also saw action in WWII and Vietnam, and today shotguns are seen in the hands of Special Forces as well.

The main advantage of the shotgun is that they are loaded with buckshot shells. These shells have many tiny pellets that spread when the weapon is fired, creating a deadly killing zone. These pellets have an equivalent power equal to a .32 caliber round at close range, or equal to .22 caliber rounds in the 'birdshot' ammunition. The second advantage is that shotguns can be loaded with a variety of cartridges. Shotgun shells come in buckshot, birdshot, slug shots, sabot rounds, and even rubber pellets.

Shotguns commonly come in three action styles – “pump-” or slide-action, breechloading, or semiautomatic. ‘Pump-action’ shotguns require the shooter to use the handguard to ‘pump’, simultaneously ejecting spent shells and loading new shells in one action. The breechloading shotgun are usually single- or double-barreled and are ‘broke-open’ and new shells are placed in the rear of the barrels and then locked. The third action is the semiautomatic shotguns. These use either recoil or gas to operate the mechanism. While more advantageous with a higher rate of fire and less recoil, semiautomatic shotguns are more sensitive in load selection. Some manufacturers have made use of designs that have both pump-action and semiautomatic actions with but a click of a selector can go between them.

Below is a list of some of the World’s shotguns from around the globe, as well as some of generic templates:

Automatic Shotgun

This automatic shotgun has either a drum magazine with 28 rounds or a 12 round box, both with of 12 gauge ammunition. It resembles an assault rifle in appearance and has been seen being used by some militaries. An example of this type of shotgun would be the SPAS-15 or the 'Jackhammer'.

Specifications

Weapon Template: Assault Shotgun
BESM Damage: 15
Abilities: Spreading
Disabilities: Limited Shots 1 (7), Low Penetration, Short Range
Features/Accessories: None
Skill: Gun Combat (rifle)
Item Type: Minor
Caliber: 10 Gauge, 12 Gauge, 20 Gauge, .410
Range: 300 ft (90 m)

Pump-Action Shotgun

This is a pump-action shotgun in any available gauge. It's a standard weapon used by police through the United States. It serves as added firepower when situations call for something heavier than the issued sidearm.

Specifications

Weapon Template: Shotgun (Heavy Shotgun; 10 Gauge)
BESM Damage: 15 (20; 10 Gauge)
Abilities: Spreading
Disabilities: Limited Shots 1 or 2 (7, 4 (10 Gauge)), Low Penetration, Short Range
Features/Accessories: None
Skill: Gun Combat (rifle)
Item Type: Minor
Caliber: 10 Gauge, 12 Gauge, 20 Gauge, .410
Range: 300 ft (90 m)

Breech-loading Shotgun

This is a single barrel, breech-loading shotgun in any gauge.

Specifications

Weapon Template: Shotgun (Heavy Shotgun; 10 Gauge)
BESM Damage: 15 (20; 10 Gauge)
Abilities: Spreading
Disabilities: Limited Shots 3 (1), Low Penetration, Short Range
Features/Accessories: None
Skill: Gun Combat (rifle)
Item Type: Minor
Caliber: 10 Gauge, 12 Gauge, 20 Gauge, .410
Range: 300 ft (90 m)

Double-Barrel Shotgun

This is usually a 12 gauge, breech-loading (opening in the back to allow reloads) shotgun with 2 barrels side-by-side. Because of the two barrels, it can fire both simultaneously. It comes in any gauge available.

Specifications

Weapon Template: Shotgun BESM Damage: 15 Abilities: Spreading Disabilities: Limited Shots 2 (2), Low Penetration, Short Range Features/Accessories: None Skill: Gun Combat (rifle) Item Type: Minor Caliber: 10 Gauge, 12 Gauge, 20 Gauge, .410 Range: 300 ft (90 m)

Baikal MP-131K

A standard 12-gauge, pump-action shotgun made in Russia, this weapon is made special by the fact that apart from the standard tubular magazine it has a second magazine located under the frame. A lever on the right hand side of the box magazine allows the shooter to switch between the two magazines in a instant, thus increasing not only the ammo load, but also the possible diversity of the ammo load. The magazines for the weapons can hold a variable amount of ammunition, depending upon which manufacturers magazines are used.

Specifications

Weapon Template: Shotgun BESM Damage: 15 Abilities: Spreading Disabilities: Limited Shots 1 (7 plus 3 in box), Low Penetration, Short Range Features/Accessories: Extra Clip Box (3 rounds) Skill: Gun Combat (rifle) Item Type: Minor + Minor (Extra Clip Box) Caliber: 12 Gauge Range: 300 ft (90 m)

Franchi SPAS-12

Luigi Franchi are well-known for sporting shotguns of the highest quality, but their SPAS (Special Purpose Automatic Shotgun) series has become well known as a favorite police forces and special forces, being designed for police and military use. It has also become a favorite among movie makers, appearing in such blockbuster movies as Jurassic Park and The Matrix. The SPAS Model 12 is a short barreled semi-automatic shotgun with a folding butt which has been configured so that it can be locked under the armpit and allow the gun to be used one-handed.

Specifications

Weapon Template: Shotgun BESM Damage: 15 Abilities: Spreading Disabilities: Limited Shots (8), Low Penetration, Short Range Features/Accessories: Folding Stock Skill: Gun Combat (rifle) Item Type: Minor Caliber: 12 Gauge Range: 300 ft (90 m)
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Heckler & Koch M3 Super 90

The M3 Super 90 shotgun combines the unique features of the semi-automatic Benelli M1 shotgun with the added flexibility of a manual pump action. The M3 can be quickly converted from autoloading to pump action by simply turning a spring-loaded ring located at the end of the forearm. It functions with all standard loads in the "auto" mode, as well as with gas grenades, flares and nonlethal ammunition on the "pump" mode. Like all Super 90 series shotguns, the M3 is designed to operate under the most adverse conditions.

Specifications

Weapon Template: Heavy Shotgun

BESM Damage: 20

Abilities: Spreading, possible Autofire 1

Disabilities: Limited Shots 1 (8), Low Penetration, Short Range, Inaccurate (with Autofire 1)

Features/Accessories: None

Skill: Gun Combat (rifle)

Item Type: Minor

Caliber: 12 gauge

Range: 300 ft (90 m)

Heckler & Koch CAWS

This weapon is an experimental design for a semi-auto and a full automatic shotgun. Developed by Heckler & Koch with Olin/Winchester, the shotgun has 12 gauge ammunition that was specially made for the weapon, rendering it useless to other shotguns. It is reported that the weapon, in full automatic, has a rate of fire of about 240 Rounds per Minute. The weapon is of a bullpup design, making the magazine behind the trigger. The shotgun is made from polymers and composite materials, but even so, the weapon is quite heavy weighing in at nine and a half pounds (4.3 kg). It has a 1x optical scope and the magazine houses 10 rounds.

Specifications

Weapon Template: Assault Shotgun

BESM Damage: 15

Abilities: Spreading, Autofire 1

Disabilities: Limited Shots (10), Low Penetration, Short Range

Features/Accessories: Bullpup

Skill: Gun Combat (autofire)

Item Type: Major

Caliber: 12 gauge (non-standard)

Range: 300 feet (90 meters)

Chapter 5: Heavy Weapons

Heavy Weapons is a category that I place any weapon that has the potential to cause massive damage or is a very heavy and bulky weapon. This chapter will describe machine guns, anti-material rifles, and other heavy weapons, like the RPG (rocket-propelled grenade), LAW (light anti-tank weapon), flamethrower, and even mortars and grenade launcher machine guns.

Machineguns

Without a doubt, the invention of the machine gun changed the face of war. With their higher rate of fire than most weapons, machine guns have seen action in every major war since WWI and WWII. With a machine gun, a single soldier has enough firepower to mow down an entire platoon single-handedly. With the introduction, militaries around the world have looked for ways to help protect their soldiers from such firepower, in which tanks were developed. During WWI, all sides had machine guns mounted on wheels and tripods, as well as bipods. After WWI, the machine gun became a standard issues squad weapon for ground and anti-aircraft warfare. Between WWI and WWII, the first large caliber machine guns were appearing. An example of this type of weapon was the Browning M2 .50 caliber machine gun and the Soviet DShK12.7.

During WWII, the German army had developed the first 'universal' machine gun, the MG34 and later the MG42. These machine guns were used as 'light MGs' (machine guns) on bipods and as 'heavy MGs' on tripods and being used ground vehicles and against aircraft. This set the trend for 'medium' MGs that can be used on either bipod or tripod as needed. Today the main role of the machine gun is to provide sustained firepower against the enemy. The heavier MGs, usually in .50 caliber, can deal with lightly armored vehicles like APCs and helicopters.

Almost every infantry squad in the world today has at least one machine gunner with a 'light' MG. Medium MGs are usually mounted on vehicles and used by infantry. Heavy MGs are used as anti-aircraft weapons on tanks, on APCs, and recon vehicles, and as support weapons for infantry.

A unique feature on almost all medium and heavy MGs is their interchangeable barrels. During intense firing, the barrel dramatically heats up and can decrease the accuracy of the weapon and the lifetime of the barrel itself. This allows the machine gunner to switch between barrels to allow the barrel to cool down.

Due to the higher rate of fire, machine guns almost always uses a belt of ammunition to feed the weapon. Early belts of ammunition were made of textile, but modern machine guns have either 'non-disintegrating' or 'disintegrating' metal belts. Disintegrating belts breakdown into links when the MG feeds the cartridge into the weapon. Non-disintegrating belts are don't breakdown when used and are still remains in one piece. The usual amount of ammunition in a belt is around 50 to 100 rounds for light and medium MGs. For the heavy MGs, the typically belt is 250 rounds. Often, light MGs can also employ 30 to 50 round magazines like that of assault rifles, or boxes, or drums or 50-100 rounds. Some machine guns, like the FN Minimi and the M249 SAW have a dual feed system that allows them to use either a belt or magazine without modifications.

Heavy Weapons

What I call 'Heavy Weapons' is any weapon that isn't a firearm and is capable of causing a good amount of destruction. Examples of 'Heavy Weapons' are rocket-propelled grenades (RPGs), flamethrowers, grenade launchers and machine guns, and just really big firearms.

Anti-Material Rifles

As described in the sniper rifle section, anti-material rifles are large caliber sniper rifles around .50 caliber or higher and has great penetration and effective ranges. These are sniper rifles chambered for the very large calibers, like the .50 BMG or other such cartridges. These rifles are used to destroy or immobilize lightly armored vehicles and equipment, like jeeps, aircraft, communications gear, etc. They are also used for extremely long sniping shots that can reach up to 1 to 2 kilometers distant.

Below is a list of some of the World's heavy weapons from around the globe, as well as some of generic templates:

MG 34 Machine Gun

The MG34 was a truly revolutionary development - it gave the German infantryman the world's first machine gun that was fully capable of providing a high volume of sustained firepower without sacrificing speed of movement and tactical flexibility. Today every military power in the world employs machine guns that have evolved from the basic configuration and principles of the MG34. The weapon is a belt-fed system with 250 rounds per belt.

Specifications

Weapon Template: Light Machinegun
BESM Damage: 15
Abilities: Autofire 3
Disabilities: Limited Shots 1 (10 bursts), Static, Inaccurate
Features/Accessories: None
Skill: Gun Combat (autofire)
Item Type: Major
Caliber: 7.96mm
Range: 1,667 ft (550 m)

MG 42 Machine Gun

Hurried into development to overcome problems with the MG34, the radical new MG42 established a reputation for reliability and combat effectiveness despite its crude appearance. It's revolutionary yet simple design soldiers on even today with the German Bundeswehr and other European armies, in a form virtually identical to the very first production models. The weapon is fed by a drum of 75 rounds.

Specifications

Weapon Template: Light Machinegun
BESM Damage: 15
Abilities: Autofire 3
Disabilities: Limited Shots 1 (10 bursts), Static, Inaccurate
Features/Accessories: None
Skill: Gun Combat (autofire)
Item Type: Major
Caliber: 7.96mm
Range: 1,667 ft (550 m)

M60 Series General-purpose Machinegun

The M60 Machinegun was classified in 1957 as a companion to the 7.62mm M14 combat rifle. The M60 machinegun is gas operated and fires standard NATO 7.62mm ammunition and is used as a crew-served general support machinegun. The M60 7.62mm machine gun has been the U.S. Army's general purpose medium machine gun since the late 1950s, replacing the BAR automatic weapon. It has recently been replaced by the M240 machine gun, which is the American built version of the FN Mag. The machinegun has removable barrel, which can be quickly and easily changed to prevent the barrel from overheating. The M60 has a folding bipod that is integral to the machinegun and can also be mounted on a folding tripod. The M60 has a rate of fire of 600 rounds per minute and can be fired semi automatic or fully automatic. The current version is the M60E3. The M60E3 has a lighter barrel, an attached bipod, an ambidextrous safety, universal sling attachments, and a carrying handle on the barrel. Both the M60 and M60E3 are fed by means of a disintegrating 100 round belt.

Specifications

Weapon Template: Light Machinegun
BESM Damage: 10
Abilities: Autofire 3
Disabilities: Limited Shots 1 (10 bursts), Static, Inaccurate
Features/Accessories: Bipod (Minor item)
Skill: Gun Combat (autofire)
Item Type: Major
Caliber: 7.62mm
Range: 3600 ft (1100 m)

General Electric XM214 Minigun

First seen in the movie "Predator" in 1987, the hand-held Minigun has captured the hearts and minds everywhere, be it in games or in real life. The XM214 Automatic Gun was developed for use mounted in and on helicopters and light aircraft. The weapon has six rotating barrels and the absolutely incredibly high rate of fire, from 1000 rpm or 10,000 rpm. In addition to that, it can be set to fire bursts from 30 to 1000 rounds. A real drawback to the higher rates of fire is of course the huge ammunition usage (166 shots per second), and the power requirements. Even in real life the idea caught on surprisingly well. Apparently some of America's Special Forces guys saw Predator and realized that a hand-held Minigun would be a great for clearing out landing zones. Having ample access to the needed equipment, they started experimenting. And ran into some problems. The first was that the Minigun weighed in at thirty pounds, but carryable. A backpack with a thousand rounds of ammunition and a linkless belt to the Minigun weighed in at another thirty-five pounds. Backpacks with two thousand rounds weighed in at sixty-five pounds, and were totally unrealistic in size. The second was that in the movie, the power for the Minigun had been supplied by a pair of truck batteries through a cable that simply ran over the ground. Since those batteries weighed some 30 pounds each, it was obvious that only one could be carried by one person (in addition to all the other equipment the soldier was to carry). Thus, the weapon could never be fired at its full rate of fire. The third problem was that even at "only" a 1000 rpm rate of fire the gun produces about 11 kg of recoil continuously! After some experimenting it was thus realized that the gun would simply be too heavy and cumbersome to be ever used in real life combat, and the concept was abandoned.

But, this was for real life. In games a portable Minigun might be feasible. As for the recoil and aiming trouble, in a game a Game Master might simply give the user of such a weapon a appropriate penalty on his firing skills, and be done with it. With the weight of the weapon, ammunition, and power supply down to around seventy two pounds, the player gets a weapon which will fire a thousand rounds in less than thirty seconds, is large and ungainly, and is guaranteed to scare the crap out of anyone he points it at. Also, this weapon is military issue only. Meaning even in a game, unless the players are the military, it will be extremely hard to acquire.

Specifications

Weapon Template: Light Minigun
BESM Damage: 10
Abilities: Accurate, Autofire 3, Spreading
Disabilities: Limited Shots 1 (30 bursts), Static
Features/Accessories: None
Skill: Heavy Weapons (gunnery)
Item Type: 2 Major
Caliber: 5.56mm
Range: 1,000 ft (300 m)

Browning M2HB Machinegun

One of the oldest weapons still in active service in the United States, with no sign of being replaced any time in the near future. This weapon has been used by virtually every non Communist Bloc nation and about three million of these machineguns have been produced. The machine guns almost never wear out and are found in large numbers all over the world. While not the largest cartridge uses in a machinegun, the .50 caliber browning round is quite effective. The weapon has been found to be effective against ground troops, aircraft, and light armored vehicles. The weapon, with the addition of a scope, is even effective as a sniper rifle.

The machine is normally mounted on a bipod or on fixed mounts of vehicle or naval vessels. The weapon has a relatively low rate of fire, which makes it very stable. The weapon uses a belt feed system of 105 rounds. The weapon was designed as an anti-aircraft machinegun.

In the 1930s, an air-cooled version of the machinegun was developed for use on tanks, which uses a very thick barrel to dissipate the heat generated by firing. Because of this, it became 'HB' for Heavy barrel. In this form, the weapon has served in World War 2, Korea, and Vietnam. The current version has a quick-change barrel.

Specifications

Weapon Template: Heavy Machinegun
BESM Damage: 20
Abilities: Autofire 3, Long Range
Disabilities: Limited Shots 1 (10 bursts), Static, Inaccurate, Tripod
Features/Accessories: None
Skill: Heavy Weapons (gunnery)
Item Type: 2 Major
Caliber: .50
Range: 6560 ft. (2000 m) (Effective Range); 4.22 miles (6.8 km) (Maximum Range)

Anti-Material Rifles

Barrett M82A1

The Barrett M82A1 is an AMR (anti material rifle)/sniper rifle, and it is supremely suited for these jobs. Ronald Barrett designed the original weapon in the eighties, and was one of the first semi-automatic rifles chambered in the REALLY big cartridges normally reserved for heavy machine guns. The Barrett was used in the Gulf War for sniping and to destroy landmines from a safe distance, and was (according to rumor) also used to shoot a Iraqi tank commander at more than a mile distance.

Although the Barrett is not quite as enormous as the Technika Magnum 96, it is still a huge rifle by all accounts. With a total length of nearly five feet, a weight of thirty pounds and firing the powerful .50 BMG cartridge from a ten shot magazine the Barrett looks and feels very impressive. Its layout is conventional, with the magazine in front of the triggerguard, and a mounting for a scope on top of the receiver.

The weapon comes standard with a bipod and a very effective muzzle brake (don't stand NEXT to the rifle when it is fired!). The fit of all parts is excellent, and the finish is up to the customer. The magazine holds ten rounds.

Specifications

Weapon Template: Anti-Material Rifle
BESM Damage: 20
Abilities: Penetrating, Long Range
Disabilities: Limited Shots 1 (10-round clip), Static
Features/Accessories: Bipod Attachment, Scope
Skill: Gun Combat (rifle)
Item Type: 2 Major
Caliber: .50 BMG
Range: 5000 ft (1500 m)

Mechem N.T.W.

The Mechem N.T.W. is another Anti Material Rifle, this time from South Africa. The word 'rifle' might not be the right in describing this weapon, because the N.T.W. fires 20mm cartridges, and can be considered to be a light cannon. The cartridge was originally developed for aircraft mounted cannons, and is available with a variety of different projectiles, ranging from High Explosive Armor Penetrating to Incendiary Armor Penetrating. The N.T.W. is a bolt-action rifle chambered for the 20mm cartridge, but can also be bought in the 14.5 mm caliber. To reduce the recoil when shooting, a few special features were built in. The rifle has one large muzzle brake fitted to the barrel and that the entire barrel/bolt/magazine assembly rides on the frame, and when fired the entire assembly moves backward. The weight of the weapon tops out at over 58 pounds and the barrel

measures around 40 inches for the 20mm version and the 14.5mm version is about 48 inches. Due to the weight of the rifle, it can be taken apart into two major parts, so that it can be moved by two persons. The magazine of the N.T.W. holds three rounds, and the 20mm magazine has special provisions to protect the fuses of the 20mm grenades. The magazine enters the action from the left side. This weapon is military issue only!

Specifications

Weapon Template: Anti-Material Rifle

BESM Damage: 20

Abilities: Penetrating, Long Range

Disabilities: Limited Shots 2 (3), Static, Slow, Inaccurate

Features/Accessories: None

Skill: Gun Combat (rifle)

Item Type: Major

Caliber: 20mm or 14.5mm

Range: 5000 ft (1500 m)

14.5 mm PTRS-41

The 14.5mm PTRS-41 is a large semi-automatic, anti-material rifle that was developed in the Soviet Union between the years of World War I and World War II. The weapon was used as a anti-tank weapon and has a large muzzle-flash, had a heavy weight, but was cheap to make and reliable. The 14.5mm armor-piercing bullet, designed in 1938, had a muzzle velocity of 1012 m/s and could penetrate an armor plate up to 40mm thick at a distance of 100 meters.

Specifications

Weapon Template: Anti-Material Rifle

BESM Damage: 20

Abilities: Penetrating, Long Range

Disabilities: Limited Shots 2 (5), Static, Slow, Inaccurate

Features/Accessories: None

Skill: Gun Combat (rifle)

Item Type: Major

Caliber: 14.5mm

Range: 5000 ft (1500 m)



Chapter 6: Oddities

This chapter primarily deals with the oddities that can be encountered on the modern day battlefield.

Air Guns

Air guns are small firearms (if you can call them that) that fire small .177 caliber pellets, BBs, or darts with compressed air. The darts can be coated with poison. This comes in either a handgun or a rifle design.

Specifications

Weapon Template: None
BESM Damage: 0
Abilities: None
Disabilities: Short Range
Features/Accessories: None
Skill: Gun Combat (pistols or rifle)
Item Type: Minor
Caliber: .177 caliber BB, .177 Pellet, or dart
Range: 50 feet (15 meters)

.22 Caliber Fountain Pen

This is an ingenious single shot .22 caliber pistol designed like a fountain pen and also functions like a normal fountain pen.

Specifications

Weapon Template: Light Auto Pistol
BESM Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 3 (1), Short Range, Low Penetration
Features/Accessories: Snub-Nose
Skill: Gun Combat (pistol)
Item Type: Minor
Caliber: .22
Range: 75 feet (22 meters)

.38 Caliber Knife

Like the .22 caliber pen, this is designed in the handle of a combat knife. The listed skill is for firing the weapon, not using it in melee combat.

Specifications

Weapon Template: Light Auto Pistol
BESM Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 3 (1), Short Range, Low Penetration
Features/Accessories: Snub-Nose
Skill: Gun Combat (pistol)
Item Type: Major
Caliber: .38
Range: 75 feet (22 meters)

Ballistic Knife

A ballistic knife is combat knife that can shoot its blade a few meters with tremendous force. By pressing a little latch on the handle, the compressed spring in the handle will project the blade out of the handle. While this weapon doesn't use any explosive to propel the blade, it does have recoil because of the spring action. It is believe that the Russian Spetsnaz, a special forces unit, is issued a ballistic knife as standard equipment.

Specifications

Weapon Template: None
BESM Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 3 (1), Short Range, Low Penetration
Features/Accessories: None
Skill: Melee Weapons (combat knife)
Item Type: Major
Caliber: Knife Blade
Range: 18 feet (6 meters)

.38 Caliber Cigar

Like the previous .22 caliber pistols, this is a .38 caliber in the shape of a cigar.

Specifications

Weapon Template: Light Auto Pistol
BESM Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 3 (1), Short Range, Low Penetration
Features/Accessories: Snub-Nose
Skill: Gun Combat (pistol)
Item Type: Major
Caliber: .380 ACP
Range: 75 feet (23 meters)

Crossbow

Even though this isn't a firearm, they can be just as deadly, if not more so. These can fire a razor sharp arrow that can be coated with a number of poisons or barbed arrowheads with relative ease and makes virtually no noise. Also, the arrows may be retrievable if they aren't broke.

Specifications

Weapon Template: None
BESM Damage: 10
Abilities: Penetrating
Disabilities: Limited Shots 3 (1), Short Range
Features/Accessories: None
Skill: Gun Combat (crossbow)
Item Type: Minor
Caliber: Crossbow Arrow
Range: 600 feet (200 meters)

Net Launcher

This weapon fires a weighted net big enough for three grown adults to be entangled at once, and has tremendous recoil when fired.

Specifications

<p>Weapon Template: None BESM Damage: 0 Abilities: Entangle Disabilities: Limited Shots 3 (1), Short Range, Slow, Nasty Recoil Features/Accessories: None Skill: Heavy Weapons (launcher) Item Type: Major Caliber: Weighted net Range: 20 feet (6 meters)</p>

Sticky Foam Sprayers

These are sprayers that are attached to a backpack that is worn and shoots a very sticky foam, that can be either a 10 ft. to 30 ft. in length when used, that entangles opponents. Anyone hit by this are stuck until they free themselves due to the foams adhesive and hardening properties. Only a special oil will take off the foam. This is mainly used for riot control.

Specifications
<p>Weapon Template: None BESM Damage: 0 Abilities: Entangle Disabilities: Short Range, Slow Features/Accessories: None Skill: Gun Combat (sprayer) Item Type: Major Caliber: Sticky Foam Range: 30 feet (9 meters)</p>

Chapter 7: Field Gear and Outfitting

Along with the various firearms a character may possess, they are not complete without their accessories and field gear. This chapter deals with the various equipment and firearm accessories found in today's world.

Magazines

Bandoleer: A Bandoleer is a belt-strap hung over the shoulder that can hold extra ammunition. Some people use three bandoleers, one as a belt and the other two across their chest in a X-shape. It has enough space to hold an additional 50 rounds of any ammunition for rifles or handguns. This is a Minor item.

Extended Clip: Extended Clips are ordinary clips that are made with extra ammo capacity. They hold double (for handguns) or an additional 50% for rifles. This cannot be used with old firearms like flintlocks, blackpowder weapons or bolt-action rifles. This is a Minor item.

Drum Clip: A Drum Clip is a big round drum housing the gun's ammunition. The drum holds about 100 rounds for any automatic rifle. The Thompson, or Tommy Gun, is a well known firearm that uses a drum clip. This is a Major item.

Double/Triple Clip: These are two or three magazines, usually for submachine guns or automatic rifle, taped together to allow for a fast reload in combat. Basically, this doubles or triples a gun's ammo count. Double Clips are Minor items and Triple Clips are Major items.

Saddlebag: A Saddlebag is a small elastic band that fits over the butt of the rifle. This allows for 4 or 5 extra rounds both sides and is mainly used with bolt-action rifles. This is a Minor item.

C-Mag: A C-Mag is a system of dual drums holding around 100 rounds of ammunition. These magazines are made for the AR15/M16, M249 SAW, Steyr AUG, H&K G36, and MP5. This is a Major item.

Weapon Accessories

Grenade Rifle-Adapter: These are an adapter that fit over the muzzle of a rifle and allows the gun to fire rifle grenades. When fired, the round will pass through the adapter and from the rounds escaping gases make the grenade fly off towards its intended target. Only one grenade can be shot per round and some older grenade rifles needed a blank round to fire off the grenade or risk an explosion. This is a Major item.

Range Finder: A Range Finder is a special device that uses a low-powered laser to check ranges to various targets. These devices are used with military units like Scout/Sniper teams. This is a Minor item.

Holster: This is a device that can hold a single handgun and space for two clips of ammunition.

Hidden Holster: This is a holster made to help hide handguns, providing a -1 bonus to hide handguns on their person. This is a Minor item.

Leg Ammo Pouch: This is a ammo pouch that is attached to a belt and tied around the wearer's leg. It has enough room for three magazines. This is a Minor item.

Ammo Pouch: This is the standard ammo pouch that is placed on a belt. It has enough room for four magazines.

Drag Bag: A drag bag is a bag that allows a sniper to place their rifle in, protecting it from the elements. It has a strap that can be tied to the sniper and when they start to crawl along the ground, the sniper can drag the weapon right behind them, keeping of their back and being seen. The drag bag has enough space for a rifle, including assault rifles, but not anti-material rifles, and extra space for 4 complete reloads of ammunition. This is a Mundane item.

Foregrip: This is a vertical grip located under the barrel of an assault rifle and light or medium machineguns. It reduces penalties by 1, but never provides a bonus. This is a Minor item.

Optic Devices

Spotting Scope: A spotting scope is a very powerful magnification device that helps with spotting distant enemies. This gives a -2 bonus to any checks to perception and searches, but also gives a +4 penalty to spotting things if within Short Range (anything closer than 100 meters).

Digital Scope: This is a scope with a digital lens. It acts like either a low-power or hi-power scope, and may also have the abilities of the thermal and night-vision scopes as well. This is a Major item or as 2 Major items if it has the abilities thermal and night-vision.

Telescopic Scope: This is a scope under x10 power magnification. It provides a –1 bonus to any ranged attacks.

Hi-power Scope: This is a scope with a magnification power of x10 or higher. This gives a –2 bonus to ranged attacks. This is a Major item.

Nightvision Goggles/Headset: This is a device that allows a character to see in near-total darkness. What the character sees is in green. This device negates the penalties of darkness by half and is a Major item.

Suits

Ghillie Suit: This piece of equipment is a suit of different colored straps that helps breakup the outline of the wearer and helps them blend into the surrounding environment, with a –2 bonus if in the right environment. The only people who use such a suit are usually scout/snipers in the military. This suit comes in woodland colors, winter colors, grasslands, and desert. This is a Major item.

Land Warrior 2000: Developed by the US Army, this suit is a complete set of gear that helps link the individual soldier with their command HQ. This has a radio, a global-positioning system (GPS), laptop computer, mapware programs, Heads-Up-Display or HUD, forearm tactical keyboard, Kevlar vest, helmet with built-in radio, camouflage netting, rangefinder, gas mask, and a pistol holster.

Tactical Vest: This vest is full of small pouches all over it. It has enough room for 3 magazines, a radio, mini-binoculars, and a few such items. SWAT teams wear such a vest as well as the military of the United States.

Kits

Gunsmith Kit: This kit is full of tools found in a gunsmith's workspace. When used in conjunction with the *Gunsmith* skill, it provides a -2 bonus to checks to repair firearms. This is a Minor item.

Cleaning Kit: This is a standard cleaning kit to help cleans firearms and keep them maintained. This is a Mundane item.

Camo Face-paint Kit: This small kit is filled with various colored paints that can be applied to give a –1 bonus to hide. This is a Minor item.

Camouflage Netting: A camouflage netting is a light-weight netting with camouflage colors and can be worn over clothes to blend in with the surrounding environment, even if they have a bright colored shirt. This gives a –1 bonus to hide in the right environment. The colors are woodland, winter, urban, and desert. This is a Minor item.

Demolition Kit: This is a kit that can be used to assemble or disassemble bombs and explosives. This kit is needed for such tasks, without it the user suffers a +1 penalty to such skill checks. This is a Major item.

First Aid Kit: This is a small kit filled with bandages, wrapping, cleansing pads, antiseptic wipes, antibiotic ointment pack, tablets for pain, nausea, etc. It also comes with a small first-aid guide as well.

Field Med-kit: This is military-spec first aid kits for field medics. It comes with a lot more than just what the first aid kit does. This gives a –1 bonus to Medical skill checks. Such kits are also available to civilian medical personnel, but are called *trauma packs*. This is a Major item.

Survial Kit: This kit comes with the essential items needed to survive in most conditions. In it is: a water filter, a first aid kit, utility knife, fire-starter, lighter, water-proof matches, compass, flare gun with 3 flares, small flashlight, insect repellent, signal mirror, 5-piece mess kit, and small length of twine, and a survival guide. This is a Minor item.

MREs: An MRE, or Meal-Ready-to-Eat, are the standard field ration for the US military. It comes in a variety of meals, even some vegetarian meals, and other necessities like a small amount of toilet paper, crackers, hot sauce, a snack, and even plastic utensils. MREs come in a heavy-duty plastic wrapping and for those meals that need to be cooked, a package that when mixed with water provide enough heat to cook the meal within ten minutes. A single MRE package is enough food for one meal for one person. Another thing about MREs is that they can last for about three years before going bad. This is a Mundane item if in an military or a Minor item for civilians.



Team Outfitting

This section was inspired by *Alternity's Dark Matter Arms and Equipment* book from Wizards of the Coast. It is a listing of what equipment someone is bound to use in different situations. Instead of listing the gear item-for-item, I have instead opted to describe the most common equipment encountered in such a team.

Forced Entry: A forced entry team are heavily armored individuals that are at the forefront when entering a hostile building. Most entry teams have the lead man equipped with a bullet resistant shield and all members of the team have SWAT-like armor and have two flashbangs each. They may even have a battering ram to knock down doors, a small amount of explosives, etc. They are also armed with an auto pistol with 3 magazines and pepper spray for protection, and may also have heavier weapons if needed.

Capture: A capture team sole purpose is to got after a designated target and subdue them without injury. Capture teams are equipped with non-lethal equipment like sticky-foam sprayers, tasers, flashbangs, and other such equipment.

Assault: An assault team are teams that are outfitted with enough equipment to start a war. Teams are usually fitted with a suit similar to the Land Warrior 2000 without the computer-based equipment, rangefinder, and GPS. They are instead have assault rifles with 4 magazines, auto pistol with three magazines, and a demolition kit.

Recon/Sniper: A sniper team, usually a two-man team, is equipped with a bolt-action sniper rifle, an automatic rifle for the spotter, radio equipment, binoculars, spotting scope, shooting logs and recon books, rations, camo netting, two ghillie suits, and a rangefinder.

Medical Response: This team has a variety of medical equipment to handle just about any medical situation. The common equipment is a first aid kit, trauma kit, pharmaceuticals (four doses of various stimulants, antiseptics, anesthetics, etc), collapsible stretchers, defibrillator, blankets, and other items.

Espionage: The team is outfitted for the information war. They have a variety of surveillance equipment like high-zoom cameras, audio and video recorders, lockpick sets, glass cutters, binoculars, phone taps, surveillance bugs, and other such items. Some teams may even be equipped with laptop computers to hack into other systems when needed.

Covert Operation: A covert observation team is suited to for reconnaissance missions, usually in wilderness settings. They are equipped with camo netting, an auto pistol with a sound suppressor, submachine gun, binoculars, survival kit, and rations. There is even an urban version of this, having a van filled with various surveillance equipment.

Real-World Military Issued Firearms

Along with team outfitting above, I have this section for listing the issued firearms of the various militaries and special forces units around the world. This is to give a better understanding and a starting point when the PCs are up against one of the militaries below. This information was from the *Green Ronin's D20* version of the *Ultramodern Firearms* book.

Nation	Service	Common Weaponry
Australia	Army	FN Browning HP (pistol); M16A1, Steyr AUG (ARs); M16 LMG, FN Minimi, M2HB (MGs)
Canada	Army	FN Browning HP (pistol); M16A2 (AR); M16A2 LMG, M2HB (MGs)
France	Army	MAB PA15 (pistol); FAMAS (AR); M2HB (MG); FR-F2 (rifle)
	GIGN	Varius Pistols; HK MP5, MP5SD, IMI Uzi (SMGs); FR-F2 (rifle)
Germany	Army	HK P7 (pistol); HK G3A3 (AR); IMI Uzi (SMG); MG3 (MG)
	GSG9	Various Pistols; G3 SG/1 (rifle); HK MP5, MP5SD (SMGs)
Iran	Army	M1911A1 (pistol); HK G3A3 (AR); IMI Uzi (SMG); M2HB, MG42/59 (MGs)
Israel	Army	Beretta 92 (pistol); M16A2, IMI Galil (ARs); IMI Uzi (SMG); FN MAG, IMI Negev (MGs); INI Galil Sniper (rifle)
Italy	Army	Beretta 92 (pistol); Beretta 12S* (SMG); Beretta AR70/90 (AR); FN Minimi, MG42/59 (MGs)

Mexico	Army	Colt 1911A1 (pistol); M16A1 (AR); M60 (MG)
Portugal	Army	Walther P5 (pistol); HK G3A3 (AR); Ingram M10 (SMG); M2HB, HK 21E, MG42/59 (MGs)
Russia	Army	Makarov (pistol); AK74 (AR); SVD Dragunov (rifle); PKM, NSV (MGs)
	Spetsnaz	P6* (pistol); AK74, AN94, AKSU74 (ARs)
U.K	Army	FN Browning HP (pistol); L85A1 (AR); Sterling L2A3, L34A1 (SMGs); L86A1 (MG); AI L96A1 (rifle)
	SAS	FN Browning Double Action (pistol); L85A1 (AR); HK MP5, MP5SD (SMGs); AI L96A1 (rifle); Beneili 121 M1* (SG)
U.S.	Army	Beretta 92 (pistol); M16A2 (AR); M24 (rifle); M249 SAW, M2HB, M60E1/M60E3 (MGs)
	Local Police	Beretta 92, Glock 17 (pistols); M16A2 (AR); HK MP5 (SMG); Mossberg 500, Remington 870 (SGs)
	Marines	Beretta 92 (pistol); M16A2 (AR); M40A1 (rifle); M60E3 (MG)
	SEALS	Beretta 92, HK Mark 23/SOCOM (pistols); M16A2, M4A1 (ARs); HK MP5SD (SMG); M60E3 (MG)
	Secret Service	Sig-Sauer P225 (pistols); IMI Uzi, Ingram M10 (SMGs)
	SOCOM	Beretta 92 (pistol); M4A1 Carbine (AR); HK MP5 (SM); Barret M82A1 (rifle)

Notes

Pistol: Either an autoloading handgun or a revolver.

AR: An assault rifle.

Rifle: A action rifle or a semiautomatic rifle.

MG: A machinegun.

SG: A shotgun.

SMG: A submachinegun or a machine pistol.

* Firearm that wasn't detailed in this sourcebook.



Chapter 8: Ammunition



This will list of ammunition that might be encountered. This listing has the calibers for pistols/submachineguns/machine pistols, rifles, shotguns, and generic heavy weapons calibers, along with damage. This list is made up of various calibers mentioned from the 'Netbook of Modern Firearms' and from my own research.

Same caliber, different size?

Some calibers, like the 9mm and 7.62mm, have two or more different sizes. This means that even though some guns are of the same caliber, they are not interchangeable. Take the 9mm caliber for example. It is a very popular caliber for sidearms. NATO countries use the 9mm Parabellum round that is 9x19mm in size, while the 9mm of other countries, like the former Soviet Union, have it as 9x18mm. Even though this can add some more realism to the game, it is up to the GM to decide to put it in or not. Anyone who wants to use this method can use the tables below. For those who don't want all that detail, I suggest using the BESM damage listed in each weapon's descriptions.

AMMUNITION TABLES

PISTOL CALIBER TABLE

Handgun Caliber	Damage	Handgun Caliber	Damage
.22 cal, Generic	1	.38 Special (9x30mm)	10
.22 SCAMP (5.56x29mm)	2	.357 Magnum (9x38mm)	12
.22 Long (5.7x15mm)	1	.40 cal/10mm, Generic	11
.22 Magnum (5.7x24.5mm)	3	.40 Smith & Wesson (10x21mm)	11
SS190 (5.7x28mm)	4	10mm Auto (10x25mm)	12
.22 ACP (6.3x15.5mm)	4	.44 cal/11mm, Generic	13
.32 ACP (7.65x17mm)	5	.44 Special (?x?mm)	13
7.65mm Tokarev (7.65x25mm)	6	.44 Magnum (11x32mm)	13
7.65mm Czech (7.65x25mm)	7	.45 ACP (11.5x23mm)	12
8mm Nambu (8x21mm)	7	.45 Winchester Mag. (11.6x30mm)	13
.380 ACP (9x17mm)	8	.454 Casull (11.5x35mm)	15
.380 Auto (9x17mm Kurtz)	8	.475 Wildey Magnum (12x30mm)	13
9mm Marakov (9x18mm)	9	.50 cal/12.7mm, Generic	14
9mm Parabellum (9x19mm)	9	.50 Action Express (12.7x33mm)	15

SHOTGUN GAUGE TABLE

Shotgun Gauge	Damage	Shotgun Gauge	Damage
10 Gauge (.775 cal)	30	20 Gauge (.615 cal)	22
12 Gauge (.662 cal)	28	28 Gauge (.550 cal)	20
16 Gauge (.615 cal)	26	.410 cal	15

RIFLE CALIBER TABLE

Rifle Caliber	Damage	Rifle Caliber	Damage
5.45mm Bloc (5.45x39mm Bloc)	8	7.92mm/.32 cal, Generic	17
.22 cal, Generic	5	8mm/.32 cal, Generic	18
.223 Remington (5.56x45mm NATO)	10	8mm Mauser (8x57mm)	16
.22 Long Rifle (5.7x17mm)	5	.338 Lapua (8x70mm)	20
.243 Winchester (6x52mm)	12	.38 cal/9mm, Generic	18
7mm Mauser (7x57mm)	13	.40 cal/10mm, Generic	20
7mm Remington Mag. (7x63mm)	14	.444 Marlin (11x57mm)	22
.270 Winchester Mag. (7x65mm)	14	.45 cal/11.3mm, Generic	23
.30 cal/7.62mm, Generic	15	.45-70 Government (11.6x54mm)	23
7.62mmR (7.62x39mm Russian)	13	.50 cal/12.7mm, Generic	24
.308 Win. Mag. (7.62x51mm NATO)	15	.50 M2/BMG (13x99mm)	26
.30-06 (7.62x63mm)	17	.58 cal/14.5mm, Generic	28
.300 Winchester Mag. (7.8x67mm)	18	.600 Nitro (15.7x76mm)	30

GENERIC LARGE CALIBER TABLE

Large Caliber	Damage	Large Caliber	Damage
10mm (.40 cal)	20	15mm (.60 cal)	45
11mm (.44 cal)	24	17.3mm (.69 cal)	47
12mm (.48 cal)	26	18mm (.72 cal)	50
12.7mm (.50 cal)	30	20mm (.80 cal)	52
13mm (.52 cal)	35	21mm (.84 cal)	55
14.5mm (.58 cal)	40	24mm (.96 cal)	60

DX Damage or Damage by Caliber?

Unless you don't want more variety of firearms (then why you are reading this?), use the normal damage listed in the weapon descriptions. But, if you DO want more detail, you can use the damage from the Ammunition charts above.

Quick Special Ammunition Rules

Below is a list of special ammunition mentioned in the *Hod Rods & Gun Bunnies* book by Guardians of Order. I will list a shorter description of each and its game effects as in the HR&GB book. For the full description see that book. Unless noted, access to extra ammunition besides the type used for a characters' weapon is a Minor item.



Buck Shot: The buckshot, also known as a *bird shot*, is a shotgun round filled with small pellets that, when fired will spread out. This reduces the power of the weapon, but the weapon gains the weapon ability, *spreading*. This is the standard of ammo for shotguns.

Shotgun Slug: A shotgun slug is a 'big bullet' for a shotgun. Police use this round to open barricades or stop cars. If a shotgun uses these rounds, they lose the *spreading* and *low penetration* abilities.

Incendiary Shells: These are a special kind of shotgun round. The round contains phosphorous chemicals that make the shotgun an improvised flamethrower. Any damage done is decreased by 5, but if any damage penetrates armor, treat the attack as having the *Burning* weapon ability, and causes a +2 penalty on all dice rolls. This also ruins the gun and any attack receives a +1 penalty to attack and jam on an 11 or 12 if the gun isn't cleaned first.

Armor Piercing: This bullet is specifically designed to penetrate armor. Using AP rounds gives the weapon the *penetrating* weapon ability. These rounds are less lethal against flesh and any damage done after taking armor into consideration, is reduced by half (round up). The SS-190 rounds (those of the P90 and FN Five-seveN) are automatically AP rounds.

Ball: This type of ammunition is intended for use against personnel and light material targets, it is the most widely used of the service types, i.e. general purpose small-arms ammunition for standard service.

Rubber: Rubber bullets are made of rubber or plastic and are considered 'less lethal'. The weapon acts as if under the *low penetration* and the *stun* disabilities and does 5 points less in damage. Rubber bullets cannot kill anyone unless if the gun was fired at close range. Foam rubber rounds are available for grenade launchers as well.

Beanbag Round: These are small-size beanbags fired from shotguns and grenade launchers. They are *Stun* weapons.

Frangible: These rounds shatter when it hits its a hard, solid surface. Many police forces use these types of rounds as to not penetrate walls and injure hostages and other innocents.

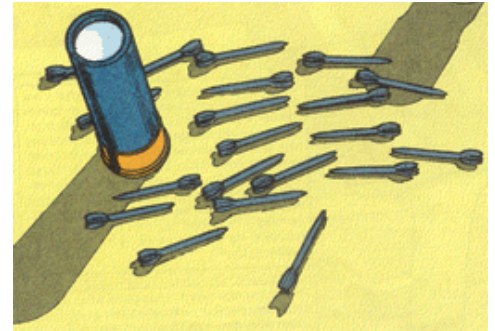
Subsonic: These rounds are specifically made to reduce noise when fired. Opponents have an additional +1 penalty to hear the noise of the gun when fired.

Tracer: These are rounds that are coated with phosphorus that allow someone to see their round when firing. Machine guns have 1 tracer for every 5, 7, or 10 rounds. This gives a -1 bonus when using tracers to aim with an *Auto-fire* weapon.

High-Explosive (HE): These are most commonly found in shotguns and grenade launchers, but can be used for other weapons as well. This adds an additional +5 damage done by the round. Problem is that anything that hits the round will make it explode prematurely, giving the gun the *Drop Fire* disability.

HEAP: This is a combination of High-Explosive and Armor Piercing rounds in one. This is a Major item.

Flechette: These are rounds with tiny needle-like projectiles that spread when fired. Only shotguns and grenade launchers can use these rounds. This gives the *spreading* ability and double damage done at close range (within 3m/10 ft) and -10 at long range (beyond 30m/90ft). This is a Major item.



Hollow Point: Hollow Point bullets are designed to expand when entering a target, doing greater damage. HP rounds have less armor penetration, which all armor is doubled. These are cumulative with any *low penetration* modifiers. However, if at least 1 point of damage is done, an extra 5 points is inflicted against living targets.

Discarding Sabot: The Discarding Sabot, pronounced “sah boe”, is a unique ammo cartridge. This is actually two halves that surround the bullet. When fired, the halves break away leaving the round, usually looking like an arrow or spike, to travel unhindered down range. This ammunition is mostly for the very large caliber weapons, .50 caliber or larger, like the anti-material rifles. An example weapon that uses this is the Gernard M3 anti-material rifle. All weapons using this have *Armor Penetrating* ability.

Blanks: Blanks are rounds without the actual bullet and has a low powder load. The round cannot hurt anyone if beyond melee range. A character can use this at melee range and the damage is treated as if hit by a rubber bullet. Blanks are used with the Grenade Rifle-Adapters as to not detonate the grenade when used.



.5in Vickers



.5in Sporting Rifle



.55in Boys Anti-Tank Rifle



8mm French



7.7mm Japanese



14.5mm Soviet

Chapter 9: Explosives



In almost every book I've seen that deals with firearms, there was always a section for grenades and other explosives. Why? Maybe I just keep picking up books about general infantry weapons or something, I don't know. Anyway, I thought that since *Hot Rods & Gun Bunnies* had them, I would include them too. Also, all these items are Minor items, except the Satchel, which is a Major item.

Grenades: Grenades come in three types, either the traditional hand/thrown grenades, rifle grenades, or 40mm grenades fired from a grenade launcher. These grenades come in a variety of types. Below is a short list. For more info see the *Hot Rods & Gun Bunnies* sourcebook.

- **Concussion Grenade:** Also known as 'Offensive' grenades, these are the grenades that explode with no shrapnel. They cause 15 damage to anything within the 5 meter blast radius, and double for unarmed opponents.
- **Gas/Smoke Grenade:** These grenades release either ordinary smoke or some form of gas when used. Smoke grenades reduce visual range to a few feet and anyone in it is penalized as being blinded. Gas grenades can also be used as knock-out, or tranquilizer grenades, that knock-out anyone breathing in the fumes. Other gas grenades can also cause disease or other biological hazards. The GM should make up something for biological grenade effects. See *Hot Rods & Gun Bunnies* for more info on ordinary smoke grenades and tear gas grenades.
- **Electro-Magnetic Pulse Grenade:** These are grenades that can effectively shutdown or damage all electronic devices in a 10 meter blast radius. To any cybernetic or robot targets, the damage is 20. Normal EMP shielded equipment can withstand a single blast or so, but no more.
- **Fragmentation Grenade:** Also known as 'Defensive' grenades, these are concussion grenades that release tiny pieces of shrapnel when they explode. This causes 15 damage in the blast radius, and double for armored opponents.
- **HEAP Grenade:** HEAP, or High-Explosive Armor-Piercing, are grenades that have the effect of a concussion grenade, but any armor is treated at half strength.
- **Magbombs:** These magnetic grenades that come in either fragmentation or thermite varieties. These grenades are placed on a metal surface and a Body check is needed to pry the explosive off.
- **Stingball Grenade:** These grenades release many small rubber pellets that cause 20 stun damage. They are usually shot from grenade launchers and are less powerful against armor. All armor values are doubled.
- **Stun Grenade:** Also known as *Flash-Bangs*, these grenades stun anyone within 3 meters, suffering a penalty of 2 to all rolls. When under attack by a stun grenade, a Body check is needed or become stunned for a number of rounds they failed the roll by. Success means they are stunned slightly, but can act normally.
- **Thermite Grenade:** These grenades burn intensely in a single spot for a number of minutes. This causes 10 damage per round for 4 rounds. These are mainly used on vehicles and other structures, like ships.
- **White Phosphorous Grenade:** These are incendiary grenades that burn with intense heat, even in water. They deal 20 damage from the initial blast radius and do 10 more damage for 3 rounds.

Claymore: The claymore is a small box-like device that is very deadly and is for anti-personnel use. It can be set up on remote detonation or with a tripwire system. When the weapon goes off, the explosive creates a 45-degree cone in front of the device, causes 20 damage to all within the blast radius, and double to unarmored opponents.

Pipe Bomb: This is a homemade explosive that can cause major damage. It is in the form of a pipe, hence its name, and cause 30 damage to anything within 10 meters. Another version of the pipe bomb, called a ‘nail-bomb’, has a multitude of nails taped all around the explosive as to cause more damage.

Semtex/C4 Plastic Explosive: This is a rubber-like compound that can be remotely detonated and packs quite a punch. This can cause anywhere from 10 to 40 damage in a blast radius in meters equal to the half the damage, depending on the amount of the C4 being used. C4 is only used by military forces or by people with money to spend.

Satchel: This is a large pack full of explosive material. It has a blast radius of 8 meters and does 25 damage and causing double damage to unarmored opponents.

Flaming Cocktail: This is basically a breakable container, preferably a glass one, filled with a flammable liquid/material and a rag hanging out, then lit and thrown. When it breaks, the contents are ignited and burst into flames. This can cause anywhere from 10 damage per round and lessens per round by 5 until it burns itself out at 0 damage.

Dynamite: Dynamite is a stick filled with explosive powder. Dynamite really becomes dangerous when it is bound together in a bundle. A single stick of dynamite causes 10 damage to all within the 3 meter blast radius and a bundle causes 20 damage to all within the 5 meter blast radius.



Avoiding Explosions

When a character is in the blast radius of some sort of explosive, they can make a Defensive Roll to avoid most of the destructive force of the attack. This a normal Defense roll with a success meaning that the character suffers only half damage if in the open or no damage if they are near cover, which they dived behind to avoid the explosion.

Chapter 10: Body Armor



With all this lead being thrown around, how does your character protect them? With modern body armor! I have classified the armor as levels in the Light Armor attribute, as per the armors in *2nd Edition BESM*.

Modern Armor

Almost all modern day (1970s to 2000s) bodyarmor is made from aramid polyethylene fibers, the most famous of which is *DuPont's* Kevlar. Such ballistic fibers have strength five times greater than steel, good flexibility, and lightweight. They are usually woven into a multilayered fabric designed to stop the projectile and distribute the force of the impact across a wide area of the body, minimizing trauma. More ridged forms of "plastic"-like Kevlar are used for plate inserts, and it is not uncommon for some body armor to have steel or ceramic armor plate inserts as well.

Legalities

The armor listed below is not only available to law enforcement and military forces, but also to private individuals. In the United States there are no laws restricting armor to anyone, unless you have a criminal record. However, other nations may have laws restricting certain types of armor, and some may restrict all armor.

Encumbrance

Armor is cumbersome, and thus, penalizes actions. However, the penalty does not hinder any stat or skill rolls. Instead, it only causes a restriction on certain actions, mostly physical, mobility, and combat actions. Some of these are Acrobatics, Athletics, Climbing, and Defensive Values (to actively evade, dive for cover, etc.). It does not subtract from the use of weapons (shooting a gun, punching, etc.) unless noted, nor your standard defense roll (only when you make an active defense of some sort).

Classes of Armor

In the real world, armor is split into many types shown on the NIJ table. This table would be to much work to fully implement into BESM. So in game, all armor is split into 5 different levels, or 'Classes'. Each representing a higher level of protection that the armor provides. Each level will describe the various armors that will be found in such a group. The armor value of the item is treated as Light Armor attribute of the same level. So, a Class IV full SWAT tactical armor would be considered having the same benefits as 4 levels of Light Armor.

Classes



- Class I:** These types of armors have very little to protect the wearer, but do offer some protection. A thick leather jacket is an example of a Class I armor.
- Class II:** Class II armor has more protection than Class I, but it is still better to wear something more substantial in heavy combat. An example would be a World War II Flak Vest.
- Class III:** Class III armor is when armor becomes more protective. A kevlar vest is an example of this type of armor.
- Class IV:** Class IV armor protects just about everything. A SWAT team's full bodysuit would be an example of this type.
- Class V:** Class V represents the high level of protection with keeping of some mobility. A full suit of military armor would be an example of Class V armor.
- Class VI:** The Class VI of armor is the most protective of armor. Though wearing it is cumbersome, it offers the best possible protection available without a vehicle. The typical bomb-squad suit is an example of this class.

Armor	Light Armor	Defense	Item Type	Examples
Class I	1	2	Minor	Thick Leather Jacket
Class II	2	5	Minor	WWII Flak Vest
Class III	3	7	Minor	Kevlar Vest
Class IV	4	10	Major	Full SWAT Armor
Class V	5	12	Major	Full Military Armor
Class VI	6	15	2 Major	Full Bomb-Squad Suit

Armor Modifiers

Not all armor is equal. Some are better at hiding them while others have more protection. Below are two examples of modifications possible. The GM is encouraged to create more. Each modification should be treated as a Minor item along with the armor.

Partial, #1: The armor has a thin area (half armor value) that can be targeted using a Called Shot.

Partial, #2: While armor forms of armor cannot protect every area of the body, this modification assumes that there is a large portion of the body that isn't protected, like the legs, arms, or head. Any armor with an unarmored spot loses protection for that location and it can be targeted using a Called Shot.

Hidden Armor: This armor is not obvious. However, it only stops about half as much damage.

Ballistic Armor: The armor is treated to defend against ballistic projectiles and not melee blades. This halves the armor value against piercing melee weapons.

Optimized Armor: The armor has been made with extreme care as to provide the fullest protection possible without hampering the wearer. For purposes of Defense Value, add an additional 2 points of protection for each time this is taken. So, for 3 times, and 3 Minor items, the armor has a +6 Defense Value.

Modern-day Body Armor

This section will detail some of the various types of modern-day armor. Each armor class will have at least one, typical, piece of armor described.

Reinforced Clothing: This is a special reinforced set of clothing with a thin layer of a strong material like kevlar. The clothes look like normal, but are heavier. This is Class I armor with the Hidden modification (-1, instead of -2).

Leather Coat: A thick leather coat can help protect one's self from small arms fire. This is a Class I armor with the Hidden modification and Partial, 2 (no protection for legs, hands, feet, or head). Against piercing melee weapons, this armor is bypassed.

Flak Vest: During WWI and WWII, many US soldiers went into combat with a protective vest that was supposed to protect them from small arms fire. The vest didn't work as well as it was supposed to. The vest has little protection from even small pistol fire, but it did save lives. This is a Class II armor (-5) with the Partial modification, meaning only the front and back of the torso is protected.

Kevlar Vest: This is a vest made of kevlar, a strong material used to protect against bullets and other high-velocity projectiles, like shrapnel. This is a Class III armor (-7) with the modifications of Partial and Ballistic Armor. An amazing, but disheartening thing about kevlar, is that while it can stop a bullet, an ordinary knife can get inbetween the kevlar fibers, making the armor almost useless in melee combat. So the armor has Ballistic Armor. Along with the vest, there are a variety of accessories that are made from kevlar.



Kevlar Accessories

Leg Guards: Kevlar sleeves wrapped around the lower leg. Leg Bracers help protect against small caliber shots to the lower leg.

Kevlar Bracers: Injury or immobility to the arms can cripple an officer or soldier's ability to fight and defend him in a critical situation. Like steel bracers, Kevlar bracers may one day be manufactured for additional armor protection to SWAT and law enforcement officers. Though this type of armor is not currently available, it is reasonable to assume that it will be in the near future. A Kevlar bracer offers an additional +2 armor bonus and acts as Class II (-5) armor for the arms.

Kevlar Gloves: If your firing hand is injured or crippled, you are no good.

Kevlar Boots: Such boots lined with kevlar are tough and are able to protect the feet from small caliber fire and low-powered explosions. While it does give Class I protection, it also is heavier than normal boots and give a +1 penalty to any checks or skills to dodge.

Kevlar Lining: When one wants to not let on that they have protection, they use kevlar lining. This lining is thin enough to be worn under shirt and coats, effectively hiding the kevlar from normally viewing. Kevlar Lining is Hidden and provides an armor protection of 2.

When worn underneath another form of armor of Class I or Class II, it grants a bonus of 2 to armor protection.



SWAT Tactical Armor

This is a set of kevlar vest, shoulder plates, kevlar leg guards, kevlar arm guards, and a helmet with a blast visor capable of withstanding a .38 rifle or 9mm pistol round. This is a Class IV suit of armor (-10 Damage). Some SWAT even has strike plates (below) underneath their armor.



Military Assault Armor

This is modern-day military armor. It is composed of kevlar pants, vest, arm guards, boots, and a military-grade helmet, with or without a blast visor. It is typically a Class V suit of armor (-12) and has pouches for strike plates, but most soldiers don't use strikes plates (below).

Explosive Ordinance Disposal Suit

The Explosive Ordinance Disposal Suit (EOD Suit) is a typical bomb-squad suit and is the ultimate protective armor. It is Class VI (-15) armor with so much protection that it hinders the wearer's movements and other physical actions to such a degree that wearing one in combat is useless. The armor imposes penalty of 3 to all physical actions dealing with movement and delicate handwork. The wearer also cannot move as fast, so they move at half their normal speed and all attacks against them have a -3 bonus to hit because they move so slowly.

Accessories

Strike Plates: The armor has steel or ceramic plates underneath the armor. This gives an additional 3 (steel) or 5 (ceramic) to the protection value of the armor. These plates can only be used for protecting the front and back torso. The plates are good for defense for only an amount of damage equal to their protective value times 10 (30 for steel and 50 for ceramic), with any excess damage is then passed to the wearer. After that, the plates are worthless, but can be replaced. Each plate, either a steel one or ceramic, is a Minor item.

Shoulder Attachment: These shoulder attachments offer full Class II protection to the shoulders and upper arms with minimal restriction to movement or hindrance of shooting ability. This one of a kind armor protective piece works in concert with many different types of vests, and uncompromised protection. It gives a +2 defense to overall protection and acts as Class II armor for the shoulders and upper arms.

Modern Headgear

Above and beyond all parts of the body, even the heart itself, the head (specifically, the brain) is the most important and vital. It was not long after ancient man began to bash each others heads in, did someone learn to way to protect their heads. Helmets have served as that protection for thousands of years -- from bronze and copper, to iron, to steel, and finally, to Kevlar. Though helmets cannot be concealed like some armor, and is thus inappropriate for undercover or "low profile" work, they can be vital in a "hot" situation, such as storming an enemy holdout, where being subtitle is not an issue.

Helmet Options

Protective Goggles: Dark, polarized goggles, offering good eye protection against sand, debris, and UV sunlight. Class I armor to eyes.

Full Face Visor (Minor): A full face visor of tough, transparent Plexiglas, offering protection from debris and some shrapnel. Class II armor to face and eyes.

Headset/Mic (Minor): An 8 km range microphone and headset radio transmitter.

Rebreather/Gasmask (Major): A rebreather/gasmask for use in riot control, or in situations involving smoke, teargas, and so forth. It offers full protection from such gas (but no biological contaminants, corrosive materials, or nuclear radiation), and offers Class II protection to the face and jaw.

Riot Helmet: Used by police forces world wide, this hardened plastic and steel helmet offers superb protection against riot conditions, and can protect an officers head from injuries inflicted by bottles, rocks, improvised weapons, and other thrown items. It is not rated to withstand handgun fire, but can deflect some low caliber shot or help absorb their impact. The helmet only covers the cranium (back and top of the head), as well as protecting the ears. Most riot helmets provide Class I armor and come with a full face visor.

SWAT Helmet: Often in situations beyond a mere, SWAT teams require head and face protection beyond a simple impact helmet. The typical SWAT helmet offers full Class II protection. The helmet only covers the cranium (back and top of the head), as well as protecting the ears. Most SWAT helmets come with a full face visor.

PASGT Kevlar Helmet: With the advent of Kevlar, steel armor's days were numbered. In 1980 the US Army decommissioned the long revered M1 Helmet in exchange for the superior Kevlar combat helmet to go with the PASGT (Personal Armor System Ground Troops) outfit. Not only is this helmet used by the US military, but versions of it are sold to allied nations and law enforcement, making it a prime choice for many SWAT teams. U.N. Peacekeeper version is typically white with a blue "U.N." on the front. The PASGT helmet only covers the cranium (back and top of the head), as well as protecting the ears. There is a riot control version (used also by SWAT) which comes with a Plexiglas visor. This is has Class III armor protection.

Modern Footwear

The feet are the most often overlooked area to protect, but it is one of the most critical. With serious damage to the foot or leg, a combatant will be unable to retreat from a hot situation, or incapable of pressing forward to finish his mission. Having good protection to the feet protects from traps, broken glass and debris, stray bullets, spilled chemicals, fire, and any number of other hazards.

Combat Boots: These are the typical General Issue military combat boots -- tough leather, lace-up half-leg boots with steel toe and thick leather soles. They are a comfortable fit and offer superior protection for the ankles while walking on rigorous terrain. These boots provide Class I armor to the feet and legs. Gives +1 damage to kicking attacks.

Armored Boots: Similar to standard military combat boots, these fully armored combat boots are lined with Kevlar and metal plating long the soles, sides, top, and toe. These boots provide Class II armor to the feet and legs. Gives +1 damage to kicking attacks.

Doubling Armor

Sometimes, a character will have more than one layer of armor for more protection. While it does help by having more armor in a gunfight, it also restricts the movements of the wearer due to all that weight. When adding another layer of armor, the additional armor must be no more than half of the main armor's level. So, a class III armor can have only class I armor as an additional layer and class VI can have class II as an additional layer. But for each class of the extra armor, the wearer has an equal penalty to any checks and rolls dealing with mobility, swiftness, and other body movements. This penalty also applies to attacks and dodges, so having multiple layers can actually hinder you during combat.



Chapter 11: New Rules

These are some new rules, weapon abilities, and disabilities that I have written up.

Integrated Features

Some weapons are noted to have various integrated modifications like a suppressor, laser pointer, or a scope. Normally one would have to ‘purchase’ each modification alongside the weapon. This rule makes all such integrated accessories as being free because they are part of the weapon.

An M4A1 is a shortened M16 with a collapsible stock, both integrated modifications. Because they are integrated parts of the weapon, they are free. If say, you had an M16A2 and mounted it with a scope, the scope would cost extra because it normally doesn’t have a scope to begin with.

Revised Auto-Fire Weapon Rules

In the process of writing up this sourcebook, I came across a problem with the normal 2nd Edition’s Auto-Fire rules. With the original rules, it made it impossible to distinguish between a weapon with a low rate-of-fire and a weapon with a high rate-of-fire. Like how most submachine guns have a rate-of-fire (ROF) of 450 to 600. Now some machine guns, like the gatling guns, have an ROF around 800-1,200. Because of this I have created the following rules on Auto-Fire that is used in this sourcebook. These new rules work exactly the same way as the original Auto-Fire rules.

- **Autofire 1, ‘Burst-Fire’:** The attacker can have up to 3 hits per attack roll. This best simulates a weapon with a Burst-Fire mode.
- **Autofire 2, ‘Low-ROF’:** Primarily for assault rifles and other low ROF weapons, the attacker can have up to 5 hits per attack roll.
- **Autofire 3, ‘High-ROF’:** Used to simulate machineguns and other high ROF weapons, this gives the attacker up to 10 hits per attack roll.

New Weapon Abilities

Reliable: The gun is very reliable. It can withstand the worst punishment delivered in military conditions (salt spray, mud, etc.) and still work perfectly. It only has a jam if two 12s are rolled one after another. This is a single ability.

Multi-barreled: The weapon has multiple barrels. The most common firearms that have multiple barrels are double barrel shotguns or the old-fashioned pepperbox derringers. This ability allows the shooter to fire each barrel separately like normal or can fire off all of the barrels at once. For each barrel fired simultaneously, the shooter suffers a +1 penalty to the attack roll. This is a single ability and any weapon with more than three barrels is two abilities.

New Weapon Disabilities

Archaic: The weapon is of an old and antiquated technology, usually relying on blackpowder. Because that the weapon is now obsolete and rare, it requires it’s own *Gun Combat* specialty skill. Using a weapon without the required skill suffers a +2 penalty to their attack rolls, in addition to any other penalties. This is a single disability.

Recoil: The weapon has tremendous recoil. When firing the weapon, a Body check is required, with a –2 bonus. A failed check has the shooter suffer 5 *stun damage*. They also suffer a +1 penalty for the rest of the combat rounds or 10 minutes, which ever is longer. The damage from multiple failures are added together, but the

Bullpup or Carbine?

What is a *bullpup* weapon? It is usually an assault rifle with the magazine and ejection port behind the grip making for a smaller weapon, but without shortening the barrel. An example of this type of weapon is the British Army’s L85A1 or the FAMAS as seen on the Metal Gear Solid video game.

A *carbine* weapon is a rifle with a shortened barrel and maybe the buttstock as well. An example of this type is the M4 Carbine, which is just a shortened M16.

In real life, each has their own advantages and disadvantages, but in the game, both should be treated with the “*Carbine Format*” weapon ability for simplicity’s sake.

length of time for the penalty is not. Large caliber rifles and handguns firing rifle rounds are examples of weapons with this disability. This is a single disability.

Empty Reload: Though rarely found in modern day firearms, the weapon, because of its design, can only be reloaded when all the rounds inside the gun are fired off completely. This doesn't include single-shot weapons. The semi-automatic rifle used by the American Allies in WWII, the M1 Garand, had this problem. This is a single disability.

Unreliable: The weapon is very picky in the situations it works in. The weapon jams or malfunctions when an 11 or a 12 is rolled when attacking. The weapon cannot be fixed unless the character has the right skill, Mechanics (Gunsmith) with a difficulty determined by the GM. This is a single disability.

Drop Fire: The weapon is prone to discharging when dropped or if bumped real hard. If this happens when on a character, make a Body+Soul check or suffer normal damage. Certain attributes may provide a bonus to this check on the GM's decision. This is a single disability.



Appendix #1: New Weapon Templates

The reason for the new templates is that I found that the ones in the HR&GB book, although good and varied, didn't seem to provide for some of the firearms I wanted to list. But instead of redo all the firearms, which I was about 90% done with the original list and 40% with another list, I decided to just include the templates here. If you want to redo the firearms here, that's fine. If you do, please send them my way so I can include them here if you like. I will list you as the creator and give you full credit on the game stats and anything else you would want me to include.

Weapon	Damage	Abilities	Disabilities	Features	Skill	Item
Light Revolver	5	Concealable	Limited Shots 1 Low Penetration Short Range	-	GC (Pistol)	Minor
Heavy Revolver	10	Concealable	Limited Shots 1 Short Range	-	GC (Pistol)	Major
Pocket Pistol	5	Concealable	Limited Shots 2 Short Range Low Penetration	Snub-Nose	GC (Pistol)	Minor
Pepperbox Derringer	5	Concealable Multi-barreled (4)	Limited Shots 2 Low Penetration Short Range	-	GC (Pistol)	Minor
Sniper Rifle	15	Accurate	Limited Shots 2 Slow Static	Accurized Scope	GC (Rifle)	Major

Light Revolver: This is a light-weight revolver with a small caliber, like a .22 or .32.

Heavy Revolver: This is a high caliber revolver, usually above a .44 or .45.

Pocket Pistol: Also known as a derringer, a pocket pistol is a small pistol holding about 1 to 4 rounds of ammunition. Because I haven't seen any information about specific models, I made a generic template for them all.

“Pepperbox” Derringer: This is a derringer with 4 barrels in a 2x2 configuration. The shooter must rotate the barrels to fire each shot. Some even have the barrels rotate automatically after each shot.

Sniper Rifle: Also called a ‘tactical’ or ‘marksman’ rifle, this is weapon is made specifically for long-range, precision shooting. All marksmen rifles have scopes and other custom-built parts to maximize the accuracy of the shooter. Also known as tactical rifles and Sniper rifles.

Note: If you want more sniper types, you can list them as Light, Medium, and Heavy Marksmen Rifles. Each would have a similar stat block, but damage is 5, 10, and 15 respectively.

Appendix #2: Generic Weapons

For all those who don't care about what specific weapon is being used, and because I cannot do every specific firearm, I have made a list of generic weapons according to the *Hot Rod & Gun Bunnies* sourcebook. These are as they appear here with their base game statistics, weight, reasonable ammo count and caliber range, and any other information I can think of to add.

Weapon	Damage	Abilities	Disabilities	Accessories	Skill	Item
Anti-Material Rifle	20	-	Limited Shots 1 (10) Static	-	GC Rifle	Major
Assault Shotgun	15	Spreading	Limited Shots 1 (7) Low Penetration Short Range	-	GC Autofire	Major
Assault Rifle	10	Autofire 2	Limited Shots 1 (30)	-	GC Autofire	Major
Battle Rifle	15	Autofire 2	Limited Shots 1 (10) Inaccurate	-	GC Rifle	Major
Heavy Auto Pistol	10	Concealable	Limited Shots 1 (7) Short Range	-	GC Pistol	Major
Hvy Machine Gun	20	Autofire 3 Long Range	Limited Shots 1 (10 bursts) Static Tripod	-	GC Autofire or HW Gunnery	Major
Hvy Minigun	15	Autofire 3 Spreading	Limited Shots 1 (6 bursts)	-	GC Autofire or HW Gunnery	Major
Heavy Rifle	15	-	Limited Shots 1 (10)	-	GC Rifle	Major
Heavy Shotgun	20	Spreading	Limited Shots 2 (4) Low Penetration Short Range	-	GC Rifle or GC Shotgun	Minor
LAW	30	Area Effect Penetrating	Limited Shots 3 (1) Slow Static Inaccurate	-	HW Launcher	Major
Light Auto Pistol	5	Concealable	Limited Shots (15) Low Penetration Short Range	-	GC Pistol	Minor
Light Machine Gun	15	Autofire 3	Limited Shots 2 (5 bursts) Static	-	GC Autofire or HW Gunnery	Major
Light Minigun	10	Accurate Autofire 3 Spreading	Limited Shots 1 (6 bursts) Static	-	GC Autofire or HW Gunnery	Major
Light Rifle	5	-	Limited Shots 1 (10)	-	GC Rifle	Minor
Magnum Revolver	10	Concealable	Limited Shots 1 (6) Short Range	-	GC Pistol or GC Revovler	Minor
Machine Pistol	5	Autofire 1 Concealable	Limited Shots 1 (6 bursts) Short Range Inaccurate	-	GC Autofire or GC Machine Pistol	Minor
Medium Auto Pistol	5	Concealable	Limited Shots 1 (10) Short Range	-	GC Pistol	Minor
Medium Rifle	10	-	Limited Shots 1 (7)	-	GC Rifle	Major
Revolver	5	Concealable	Limited Shots 1 (6) Short Range	-	GC Pistol or GC Revolver	Minor
Shotgun	15	Spreading	Limited Shots 1 (6) Low Penetration Short Range	-	GC Rifle or GC Shotgun	Minor
Submachine Gun	5	Autofire 2	Limited Shots 1 (6 bursts) Short Range	-	GC Autofire or GC SMG	Minor

Appendix #3: Firearm Skill Specialties

This section lists more possible specialties for the *Gun Combat* and *Heavy Weapons* skills found in the various *Big Eyes, Small Mouth* skill systems. Each will explain as to what they can be used for, why they were chosen, and anything else that is important. Some of these are from the various *BESM* sourcebooks, but are represented here as for completeness.

Gun Combat Specialties

Pocket Pistol: This specialty skill is for those small, palm-sized handguns.

Revolver: The specialty skill for using many modern-day revolver pistols.

Percussion: This specialty is for the percussion capped firearms.

Flintlock/Snaplock: The skill for using flintlock and snaplock firearms.

Matchlock: The skill for using matchlock firearms.

Wheellock: The skill for using wheellock firearms.

Handmatch: The skill for using handmatch firearms.

Sniper: A specialty skill for properly using a scoped weapon. Scoped weapons can be used with the appropriate skill for the weapon type, but the advantages of the scope should not be included when attacking, even if they use it.

Shotgun: While it can be covered with the rifle specialty skill; there are enough differences for a new skill.

Machine Pistol: This should require a new specialty skill, because having the skill to use an assault rifle is different than using an autofire pistol.

Submachine Guns (SMG): Even though this can be covered in autofire, the typical SMG has different firing characteristics than an assault rifle.

Exotic: These are for those oddity firearms, like the .32 caliber cigar.

Heavy Weapons Specialties

Sprayers: This is for flamethrowers and foam sprayers.

Previously Published Specialties

Gun Combat —

Pistol

Rifle

Autofire

Heavy Weapons —

Artillery

Gunnery

Launchers

Appendix #4: Primitive Weapons

Even though this project is specifically for modern-day firearms and equipment, I have decided to list both the early firearms like flintlocks, and sci-fi, space-age weapons, like laser rifles. Here I have listed the primitive firearms from the early years to years when the revolver was king.

Handmatch: This early firearm requires the shooter to place a red hot iron or burning cord into the powder through a hole on top of the gun to fire it. It uses blackpowder and is a muzzle-loader (the powder and ammo being loaded through the barrel).

Matchlock: Matchlocks are like handmatch weapons, but use a trigger mechanism to place the cord into the hole on the gun. It uses blackpowder and is a muzzle-loader (the powder and ammo being loaded through the barrel).

Wheellock: This type uses a spinning wheel on a piece of flint to create a spark to fire the weapon. It uses blackpowder and is a muzzle-loader.

Flintlock: These require a flint piece being driven by the fall of a hammer on metal to create the spark that fires the gun. It uses blackpowder and is a muzzle-loader.

Percussion: The firearm uses a small cap-and-hammer to ignite the powdered charge to fire the weapon. It uses blackpowder and is a muzzle-loader.

Weapon	Damage	Abilities	Disabilities	Skill	Item
Handmatch	10	-	Limited Shots 3 Inaccurate 2 Archaic Unreliable	GC (handmatch)	Minor
Matchlock Pistol	5	Concealable	Limited Shots 3 Inaccurate 1 Archaic	GC (matchlock)	Minor
Matchlock Musket	10	-	Limited Shots 3 Inaccurate 1 Archaic	GC (matchlock)	Major
Wheellock Pistol	5	Concealable	Limited Shots 3 Inaccurate 1 Archaic Unreliable	GC (wheellock)	Minor
Wheellock Musket	10	-	Limited Shots 3 Inaccurate 1 Archaic Unreliable	GC (wheellock)	Major
Flintlock Pistol	5	Concealable	Limited Shots 3 Archaic Unreliable	GC (flintlock)	Minor
Flintlock Rifle	10	-	Limited Shots 3 Archaic Unreliable	GC (flintlock)	Major
Percussion Pistol	5	Concealable	Limited Shots 3 Archaic	GC (percussion)	Minor
Percussion Rifle	10	-	Limited Shots 3 Archaic	GC (percussion)	Major
Percussion Revolver	5	Concealable	Limited Shots 1 Archaic	GC (percussion)	Major

Appendix #5: Space-Age Weapons

Even though this project is specifically for modern-day firearms and equipment, I have decided to list both the early firearms like flintlocks, and sci-fi, space-age weapons, like laser rifles. Here I have listed some generic sci-fi weapons that have influenced such movies and TV shows of Star Wars, Star Trek, etc.

Laser Weaponry

Laser weaponry uses a beam of coherent light as a weapon. The beam itself is very fickle in environments with moisture, as the laser is refracted due to the water; so laser weapons are treated a half damage and range in fog, rain, or any other situation with a heavy degree of moist air. Heavy laser weapons use a more powerful laser beam.

Auto-Laser (Automatic Laser Rifle)

Damage: 10
Abilities: Autofire 2
Disabilities: Limited Shots 1 (30, 6 5-round bursts)
Features/Accessories: None
Skill: Gun Combat (autofire)
Item Type: Major

Laser Rifle

Damage: 10
Abilities: Autofire 1
Disabilities: Limited Shots 1 (15), Inaccurate
Features/Accessories: None
Skill: Gun Combat (rifle)
Item Type: Major

Heavy Auto-Laser

Damage: 15
Abilities: Autofire 2
Disabilities: Limited Shots 1 (100, 10 bursts), Static
Features/Accessories: None
Skill: Gun Combat (autofire)
Item Type: Major

Blasters and Plasma Weapons

Blasters are laser weapons that fire a short 'burst' of light. Plasma weapons fire a bolt of super-heated form of plasma.

Heavy Laser Rifle

Damage: 15
Abilities: None
Disabilities: Limited Shots 1 (10)
Features/Accessories: None
Skill: Gun Combat (rifle)
Item Type: Major

Laser Submachine Gun

Damage: 5
Abilities: Autofire 2
Disabilities: Limited Shots 1 (30, 6 5-round bursts), Short Range
Features/Accessories: None
Skill: Gun Combat (autofire)
Item Type: Minor

Heavy Blaster Pistol

Damage: 10
Abilities: Concealable
Disabilities: Limited Shots 1 (10), Short Range
Features/Accessories: None
Skill: Gun Combat (pistol)
Item Type: Major

Blaster Pistol

Damage: 5
Abilities: Concealable
Disabilities: Limited Shots 1 (20), Short Range
Features/Accessories: None
Skill: Gun Combat (pistol)
Item Type: Minor

Heavy Blaster Rifle

Damage: 20
Abilities: None
Disabilities: Limited Shots 1 (10)
Features/Accessories: None
Skill: Gun Combat (rifle)
Item Type: Major

Blaster Rifle

Damage: 15
Abilities: None
Disabilities: Limited Shots 1 (30)
Features/Accessories: None
Skill: Gun Combat (rifle)
Item Type: Major

Railgun

Railguns are firearms that use solid spikes of metal as ammunition, which is propelled by powerful magnets. Because of the high velocity speed of the projectile, it can penetrate all forms of body armor, including some vehicle armor, with ease.

Damage: 20
Abilities: Penetrating (Armor)
Disabilities: Limited Shots 3 (1)
Features/Accessories: Scope (Minor item)
Skill: Gun Combat (rifle)
Item Type: Major

Sport Blaster Rifle

Damage: 10
Abilities: None
Disabilities: Limited Shots 1 (10)
Features/Accessories: None
Skill: Gun Combat (rifle)
Item Type: Minor

Plasma Pistol

Damage: 10
Abilities: Concealable
Disabilities: Limited Shots 1 (20), Short Range
Features/Accessories: None
Skill: Gun Combat (pistol)
Item Type: Minor

Plasma Rifle

Damage: 15
Abilities: None
Disabilities: Limited Shots 1 (10)
Features/Accessories: None
Skill: Gun Combat (rifle)
Item Type: Major

Appendix #6: Compiled Weapon Tables

This is a collection of all the weapon tables found in the *Pre-Release* and is separated by weapon type.

Auto Pistols (38)

Weapon	Dmg	Abilities	Disabilities	Features	Skill	Weight	Ammo	Item
Derringer	5	Concealable	Limited Shots 2 Short Range Low Penetration	Snub-Nose	GC Pistol	1 lb/0.45 kg	2	Minor
AMT .380 Backup	5	Concealable	Limited Shots 2 Short Range Low Penetration	Snub-Nose	GC Pistol	1.12 lb/0.51 kg	5	Minor
AMT .45 ACP Backup	5	Concealable	Limited Shots 2 Short Range	Snub-Nose	GC Pistol	1.56 lb/0.71 kg	5	Minor
AMT Automag	5	Concealable	Limited Shots 1 Short Range	-	GC Pistol	3.7 lb/1.66 kg	7	Minor
AMT Automag III	10	Concealable	Limited Shots 1 Short Range	-	GC Pistol	2.2 lb/1 kg	8	Minor
Beretta Cougar 9mm & .40	5	Concealable	Limited Shots 1 Short Range	-	GC Pistol	2 lb/0.93 kg	10	Minor
.45	5	Concealable	Limited Shots 1 Short Range	-	GC Pistol	2 lb/0.93 kg	8	Minor
Beretta M92 9mm	5	Concealable	Limited Shots 1 Short Range	-	GC Pistol	2.2 lb/1 kg	15	Minor
.40	5	Concealable	Limited Shots 1 Short Range	-	GC Pistol	2.2 lb/1 kg	10	Minor
Browning BD	5	Concealable	Limited Shots 1 Short Range	-	GC Pistol	1.9 lb/0.86 kg	15	Minor
Colt Delta Elite	10	Concealable	Limited Shots 1 Short Range	-	GC Pistol	3 lb/1.4 kg	8	Major
Colt 1911A1	5	Concealable	Limited Shots 1 Short Range	-	GC Pistol	2.2 lb/1 kg	7	Minor
CZ-75	5	Concealable	Limited Shots 1 Short Range	-	GC Pistol	2.2 lb/1 kg	15	Minor
CZ-97B	10	Concealable	Limited Shots 1 Short Range	-	GC Pistol	2.49 lb/1.13 kg	10	Major
CZ-100	5	Concealable	Limited Shots 1 Short Range	-	GC Pistol	1.5 lb/0.68 kg	13	Minor
FN FiveSeven	10	Concealable	Limited Shots 1 Short Range	-	GC Pistol	2.2 lb/1 kg	20	Major
Glock 17	5	Concealable	Limited Shots 1 Short Range	-	GC Pistol	1.75 lb/0.8 kg	17	Major
Glock 20	10	Concealable	Limited Shots 1 Short Range	-	GC Pistol	1.75 lb/0.8 kg	15	Major
Glock 21	10	Concealable	Limited Shots 1 Short Range	-	GC Pistol	1.75 lb/0.8 kg	13	Major
Glock 22	5	Concealable	Limited Shots 1 Short Range	-	GC Pistol	1.5 lb/0.68 kg	15	Minor
Glock 23	5	Concealable	Limited Shots 1 Short Range	-	GC Pistol	1.5 lb/0.68 kg	13	Minor
Glock 26	5	Concealable	Limited Shots 1 Short Range	Snub-Nose	GC Pistol	1.75 kg/ 0.8 kg	15	Major
Glock 27	5	Concealable	Limited Shots 1 Short Range	Snub-Nose	GC Pistol	1.75 lb/0.8 kg	13	Major
Glock 29	10	Concealable	Limited Shots 1 Short Range	Snub-Nose	GC Pistol	1.65 lb/0.75 kg	10	Major
Glock 30	10	Concealable	Limited Shots 1 Short Range	Snub-Nose	GC Pistol	1.65 lb/0.75 kg	9	Major
Glock 18	5	Autofire Concealable	Limited Shots 1 Short Range	-	GC Pistol	?	20	Major
H&K Socom 9mm & .40	5	Concealable	Limited Shots 1 Short Range	-	GC Pistol	2.5 lb/1.14 kg	13	Major
.45	10	Concealable	Limited Shots 1 Short Range	-	GC Pistol	2.5 lb/1.14 kg	12	Major
H&K USP 9mm & .40	5	Concealable	Limited Shots 1 Short Range	-	GC Pistol	1.88 lb/8.85 kg	12	Minor
.45	10	Concealable	Limited Shots 1 Short Range	-	GC Pistol	1.88 lb/8.85 kg	10	Major
H&K USP Compact 9mm & .40	5	Concealable	Limited Shots 1 Short Range	Snub-Nose	GC Pistol	1.7 lb/0.78 kg	10	Minor

.45	10	Concealable	Limited Shots 1 Short Range	Snub-Nose	GC Pistol	1.7 lb/0.78 kg	9	Major
Luger P-08	5	Concealable	Limited Shots 1 Short Range	-	GC Pistol	2.4 lb/1.1 kg	8	Minor
Desert Eagle	10	Concealable	Limited Shots 1 Short Range	-	GC Pistol	5 lb/2.7 kg	7	Major
Para-Ordnance LDA 9mm & .40	5	Concealable	Limited Shots 1 Short Range	-	GC Pistol	3 lb/1.4 kg	16	Minor
.45	10	Concealable	Limited Shots 1 Short Range	-	GC Pistol	3 lb/1.4 kg	14	Major
SIG P228	5	Concealable	Limited Shots 1 Short Range	-	GC Pistol	1.5 lb/0.7 kg	13	Minor
S&W Sigma	5	Concealable	Limited Shots 1 Short Range	-	GC Pistol	1.63 lb/0.74 kg	13	Minor
TZ 99	5	Concealable	Limited Shots 1 Short Range	-	GC Pistol	1.76 lb/.08 kg	10	Minor
Vektor SP1	5	Concealable	Limited Shots 1 Short Range	-	GC Pistol	1.76 lb/.08 kg	16	Minor
Vektor SP2	5	Concealable	Limited Shots 1 Short Range	-	GC Pistol	1.76 lb/.08 kg	11	Minor
Walther PP	5	Concealable	Limited Shots 1 Short Range	-	GC Pistol	1.47 lb/.067 kg	7	Minor
Walther PPK	5	Concealable	Limited Shots 1 Short Range Low Penetration	Snub-Nose	GC Pistol	1.31 lb/0.59 kg	6	Minor

Revolvers (10)

Weapon	Dmg	Abilities	Disabilities	Features	Skill	Weight	Ammo	Item
Colt 38 Detective Special	5	Concealable	Limited Shots 1 Short Range	Snub-Nose	GC Pistol	1.3 lb/0.6 kg	6	Minor
Colt King Cobra	10	Concealable	Limited Shots 1 Short Range	-	GC Pistol	2.6 lb/1.2 kg	6	Minor
S&W Model 19	10	Concealable	Limited Shots 1 Short Range	-	GC Pistol	1.9 lb/0.86 kg	6	Minor
S&W Model 60	10	Concealable	Limited Shots 2 Short Range	-	GC Pistol	1.4 lb/0.65 kg	5	Minor
S&W Model 60	10	Concealable	Limited Shots 1 Short Range	-	GC Pistol	2.6 lb/1.2 kg	6	Minor
Mateba Model 6 Unica	10	Concealable	Limited Shots 1 Short Range	-	GC Pistol	2.96 lb/1.34 kg	6	Minor
Ruger GP 100, .38	5	Concealable	Limited Shots 1 Short Range	-	GC Pistol	2.2 lb/1 kg	6	Minor
Ruger GP 100, .357 Mag	10	Concealable	Limited Shots 1 Short Range	-	GC Pistol	2.2 lb/1 kg	6	Minor
Ruger SP101	5	Concealable	Limited Shots 1 Short Range	Snub-Nose	GC Pistol	2.2 lb/1 kg	6	Minor
Ruger Super Redhawk	10	Concealable	Limited Shots 1 Short Range	-	GC Pistol	3.3 lb/1.5 kg	6	Minor

Specialty Pistols (3)

Weapon	Dmg	Abilities	Disabilities	Features	Skill	Weight	Ammo	Item
Welrod Silenced Gun	5	Concealable	Limited Shots 1 Short Range	Silencer	GC Pistol	2.65 lb/1.2 kg	6	Major
Lone Eagle, 7.62mm+	10	Concealable	Limited Shots 3 Short Range	-	GC Pistol	4.44 lb/2.01 kg	1	Major
Lone Eagle, .22 to .243	5	Concealable	Limited Shots 3 Short Range	-	GC Pistol	4.19 lb/1.9 kg	1	Major

Machine Pistols (4)

Weapon	Dmg	Abilities	Disabilities	Features	Skill	Weight	Ammo	Item
Beretta M93R	5	Autofire 1 Concealable	Limited Shots 1 Short Range Inaccurate	-	GC Autofire	2.6 lb/1.2 kg	20; 6 bursts	Minor
Colt Scamp	5	Autofire 1 Concealable	Limited Shots 1 Short Range Inaccurate	-	GC Autofire	2.25 lb/1.02 kg	27; 6 bursts	Minor
IMI Mini Uzi	5	Autofire 1 Concealable	Limited Shots 1 Short Range Inaccurate	Folding Stock	GC Autofire	5.7 lb/2.65 kg	25; 6 bursts	Minor
Steyr TMP	5	Autofire 1 Concealable	Limited Shots 1 Short Range Inaccurate	-	GC Autofire	2.88 lb/1.3 kg	30; 6 bursts	Minor

Submachine Guns (12)

Weapon	Dmg	Abilities	Disabilities	Features	Skill	Weight	Ammo	Item
FN P90	5	Autofire 1	Limited Shots 1 Short Range	-	GC Autofire	6.6 lb/3 kg	50; 10 bursts	Major
H&K MP5	5	Autofire 1	Limited Shots 1 Short Range	-	GC Autofire	6.47 lb/2.93 kg	30; 6 bursts	Major
H&K UMP45	5	Autofire 1	Limited Shots 1 Short Range	Folding Stock	GC Autofire	4.63 lb/2.08 kg	25; 6 bursts	Major
IMI Uzi	5	Autofire 1	Limited Shots 1 Short Range	Folding Stock	GC Autofire	7.7 lb/3.5 kg	30; 6 bursts	Major
Ingram Mac 10/Mac 11	5	Autofire 1	Limited Shots 1 Short Range	-	GC Autofire	6.25 lb/2.45 kg	30; 6 bursts	Major
MP40	5	Autofire 1	Limited Shots 1 Short Range	Folding Stock	GC Autofire	8.7 lb/3.9 kg	32; 7 bursts	Major
PPSh41	5	Autofire 1	Limited Shots 1 Short Range	-	GC Autofire	8 lb/3.6 kg	35; 7 bursts	Major
Bergmann MP18/1	5	Autofire 1	Limited Shots 1 Short Range	-	GC Autofire	9.2 lb/4.2 kg	32; 7 bursts	Major
Thompson Model 1928	5	Autofire 1	Limited Shots 1 Short Range	-	GC Autofire	10.2 lb/4.7 kg	50; 10 bursts	Major
Thompson M1	5	Autofire 1	Limited Shots 1 Short Range	-	GC Autofire	10.2 lb/4.7 kg	30; 6 bursts	Major
M3 'Grease Gun'	5	Autofire 1	Limited Shots 1 Short Range	Folding Stock	GC Autofire	10.2 lb/4.6 kg	10; 3 bursts	Major
Sites Spectre	5	Autofire 1	Limited Shots 1 Short Range	-	GC Autofire	6.4 lb/2.9 kg	50; 10 bursts	Major

Automatic Rifles (20)

Weapon	Dmg	Abilities	Disabilities	Features	Skill	Weight	Ammo	Item
M14	15	Autofire 2	Inaccurate Limited Shots 1	-	GC Autofire	8.7 lb/4 kg	20; 4 bursts	Major
FG42	15	Autofire 2	Inaccurate Limited Shots 1	Scope Bipod	GC Autofire	10 lb/4.5 kg	20; 4 bursts	Major
BM59 Berreta Rifle	15	Autofire 2	Inaccurate Limited Shots 1	Folding Stock	GC Autofire	10 lb/4.6 kg	20; 4 bursts	Major
FN Fal	15	Autofire 2	Inaccurate Limited Shots 1	-	GC Autofire	13 lb/6 kg	20; 4 bursts	Major
H&K G3	15	Autofire 2	Inaccurate Limited Shots 1	-	GC Autofire	9.5 lb/4.4 kg	20; 4 bursts	Major
M16A2	10	Autofire 1	Limited Shots 1	-	GC Autofire	6.2 lb/2.86 kg	30; 6 bursts	Major
Enfield L85A1/SA80	10	Autofire 2	Limited Shots 1	Carbine	GC Autofire	8.2 lb/3.7 kg	30; 5 bursts	Major
FAMAS	10	Autofire 2	Limited Shots 1	Carbine Bipod	GC Autofire	8.7 lb/3.9 kg	30; 6 bursts	Major
AK47	10	Autofire 2	Limited Shots 1	-	GC Autofire	9.5 lb/4.3 kg	30; 6 bursts	Major
AKM	10	Autofire 2	Limited Shots 1	Folding Stock	GC Autofire	8.5 lb/3.9 kg	30; 6 bursts	Major
AK74	10	Autofire 2	Limited Shots 1	-	GC Autofire	7.3 lb/3.3 kg	30; 6 bursts	Major
AKS74	10	Autofire 2	Limited Shots 1	Folding Stock	GC Autofire	7.3 lb/3.3 kg	30; 6 bursts	Major
AN94	10	Autofire 2	Limited Shots 1	Folding Stock	GC Autofire	8.5 lb/3.85 kg	30; 6 bursts	Major
Galil	10	Autofire 2	Limited Shots 1	Folding Stock	GC Autofire	9.5 lb/4.35 kg	30; 6 bursts	Major
Colt M4 Commando	10	Autofire 2	Limited Shots 1	Carbine	GC Autofire	5.2 lb/2.44 kg	30; 6 bursts	Major
L1A1 Self-Loading Rifle	10	Autofire 2	Limited Shots 1	-	GC Autofire	8 lb/3.8 kg	30; 6 bursts	Major
Stoner M63	10	Autofire 2	Limited Shots 1	-	GC Autofire	7.7 lb/3.5 kg	30; 6 bursts	Major
Steyr AUG	10	Autofire 2	Limited Shots 1	Scope Carbine	GC Autofire	8.4 lb/3.8 kg	30; 6 bursts	Major
Sig SG552	10	Autofire 2	Limited Shots 1	Folding Stock	GC Autofire	7.6 lb/3.5 kg	20; 4 bursts	Major
Sig SG550	10	Autofire 2	Limited Shots 1	-	GC Autofire	9 lb/4 kg	20; 4 bursts	Major

Rifles (17)

Weapon	Dmg	Abilities	Disabilities	Features	Skill	Weight	Ammo	Item
Deer Rifle	10	-	Limited Shots 2	-	GC Rifle	8.8 lb/4 kg	5	Major
Varmint Rifle	5	-	Limited Shots 2	-	GC Rifle	7.3 lb/3 kg	5	Minor
Safari Rifle	15	-	Limited Shots 2	-	GC Rifle	13.2 lb/6 kg	5	Major

Elephant Gun	15	-	Limited Shots 3 Static Slow	-	GC Rifle	15.4 lb/7 kg	1	Major
Winchester Model 70	10	-	Limited Shots 2	-	GC Rifle	6 lb/2.7 kg	5	Major
Gewehr, '43	15	-	Limited Shots 1 Inaccurate	-	GC Rifle	8.6 lb/3.9 kg	10	Major
M1 Carbine	10	-	Limited Shots 1 Inaccurate	Carbine	GC Rifle	5.47 lb/2.48 kg	15	Major
M1 Garand	15	-	Limited Shots 1 Inaccurate	-	GC Rifle	9.5 lb/4.3 kg	8	Major
SKS/Type 56 Carbine	10	-	Limited Shots 1	-	GC Rifle	8.7 lb/3.8 kg	10	Major
Mauser Kar 98k	15	Accurate	Limited Shots 2	-	GC Rifle	8.7 lb/3.9 kg	5	Major
Mosin-Nagant	15	Accurate	Limited Shots 2	-	GC Rifle	8.8 lb/4 kg	5	Major
Springfield, 1903	15	Accurate	Limited Shots 2	-	GC Rifle	8.7 lb/3.9 kg	5	Major
L1A1 Self-Loading Rifle	15	-	Limited Shots 1	-	GC Rifle	9.5 lb/4.3 kg	20	Major
SMLE (Rifle No. 1)	15	-	Limited Shots 2	-	GC Rifle	8.1 lb/3.7 kg	5	Major
Rifle No. 4 Mk1/L42A1	15	-	Limited Shots 2	-	GC Rifle	9.13 lb/4.14 kg	10	Major
Rifle No. 5	10	-	Limited Shots 2	Carbine	GC Rifle	7 lb/3.2 kg	10	Major
Arisaka Type 38	10	-	Limited Shots 2	-	GC Rifle	9.4 lb/4.3 kg	5	Major

Sniper/Tactical Rifles (17)

Weapon	Dmg	Abilities	Disabilities	Features	Skill	Weight	Ammo	Item
Springfield, 1903	15	Accurate	Limited Shots 2 Static	Scope	GC Rifle	9.3 lb/4.3 kg	5	Major
Mauser Kar 98k	15	Accurate	Limited Shots 2 Static	Scope	GC Rifle	9.3 lb/4.2 kg	5	Major
Gewehr, '43	15	-	Limited Shots 1 Static	Scope	GC Rifle	9.1 lb/4.1 kg	10	Major
Mosin-Nagant	15	Accurate	Limited Shots 2 Static	Scope	GC Rifle	9.4 lb/4.2 kg	5	Major
Rifle No. 4 Mk1	15	Accurate	Limited Shots 1 Static	Scope	GC Rifle	11.6 lb/5.3 kg	10	Major
M40A1	15	Accurate	Limited Shots 2 Static	Scope	GC Rifle	14.5 lb/6.57 kg	5	Major
M24 SWS	15	Accurate	Limited Shots 2 Static	Scope Bipod	GC Rifle	13 lb/6 kg	5	Major
M21	15	-	Limited Shots 1 Static	Scope	GC Rifle	8.5 lb/3.9 kg	20	Major
Walther WA2000	15	-	Limited Shots 1 Static	Scope Bipod	GC Rifle	15.3 lb/6.9 kg	6	Major
Styer Scout	10	Accurate	Limited Shots 2 Static	Scope	GC Rifle	7 lb/3.2 kg	5	Major
Dragunov SVD	15	Accurate	Limited Shots 1 Static	Scope	GC Rifle	9.5 lb/4.3 kg	10	Major
L96A1 (Super Magnum)	15	Accurate	Limited Shots 2 Static	Scope Bipod	GC Rifle	15 lb/6.8 kg	5	Major
H&K PSG1	15	Accurate	Limited Shots 1 Static	Scope Bipod	GC Rifle	17.7 lb/8.1 kg	20	Major
Stoner SR25	10	-	Limited Shots 1 Static	Scope	GC Rifle	10.7 lb/4.8 kg	20	Major
FR-F1/FR-F2	15	-	Limited Shots 1 Static	Scope Bipod	GC Rifle	12.5 lb/5.7 kg	10	Major
Sig SG550/SG551	10	-	Limited Shots 1 Static	Scope	GC Rifle	9 lb/4.1 kg	20	Major
L42A1	15	Accurate	Limited Shots 1 Static	Scope	GC Rifle	9.3 lb/4.43 kg	10	Major

Shotguns (10)

Weapon	Dmg	Abilities	Disabilities	Features	Skill	Weight	Ammo	Item
Pump-Action	15	Spreading	Limited Shots 1 Low Penetration Short Range	-	GC Rifle	11 lb/5 kg	7	Minor
Automatic Shotgun	15	Spreading	Limited Shots 1 Low Penetration Short Range	-	GC Rifle	11 lb/5 kg	12	Major
Breech-loading Shotgun	15	Spreading	Limited Shots 3 Low Penetration Short Range	-	GC Rifle	6.6 lb/3 kg	1	Minor
Double-Barrel Shotgun	15	Spreading	Limited Shots 2 Low Penetration Short Range	-	GC Rifle	8 lb/4.4 kg	2	Minor
Baikal MP-131k	15	Spreading	Limited Shots 1 Low Penetration Short Range	-	GC Rifle	7.7 lb/3.5 kg	7	Minor
Franchi SPAS-12	15	Spreading	Limited Shots 1 Low Penetration Short Range	Folding Stock	GC Rifle	9.6 lb/4.3 kg	8	Major

H&K M3 Super 90	15	Spreading	Limited Shots 1 Low Penetration Short Range	-	GC Rifle	7.6 lb/3.4 kg	8	Major
Ithaca Model 37	15	Spreading	Limited Shots 2 Low Penetration Short Range	Sawed Off	GC Rifle	6.7 lb/3 kg	5	Minor
H&K CAWS	15	Spreading	Limited Shots 1 Low Penetration Short Range	-	GC Rifle	9.5 lb/4.3 kg	10	Major
Pancor Jackhammer	15	Spreading	Limited Shots 1 Low Penetration Short Range	-	GC Rifle	10 lb/4.5 kg	10	Major

Heavy Ordnance – General Purpose/Light Machinegun (14)

Weapon	Dmg	Abilities	Disabilities	Features	Skill	Weight	Ammo	Item
Browning Automatic Rifle	15	Autofire 3	Limited Shots 1 Static	-	GC Autofire	18.5 lb/8.4 kg	20; 5 bursts	Major
MP44	15	Autofire 3	Limited Shots 1 Static	-	GC Autofire	11.5 lb/5.3 kg	30; 6 bursts	Major
M60E3 GPMG	15	Autofire 3	Limited Shots 1 Static	Bipod	GC Autofire	18.7 lb/8.5 kg	100; 10 bursts	Major
FN MAG58	15	Autofire 3	Limited Shots 1 Static	Bipod	GC Autofire	23.7 lb/10.9 kg	100; 10 bursts	Major
M249 SAWS	15	Autofire 3	Limited Shots 1 Static	Bipod	GC Autofire	16.5 lb/7.5 kg	200; 10 bursts	Major
RPK	15	Autofire 3	Limited Shots 1 Static	Bipod	GC Autofire	10.5 lb/4.8 kg	30; 6 bursts	Major
PKM	15	Autofire 3	Limited Shots 1 Static	Bipod	GC Autofire	18.2 lb/8.4 kg	100; 10 bursts	Major
H&K 21E	15	Autofire 3	Limited Shots 1 Static	Bipod	GC Autofire	17.5 lb/7.8 kg	50; 10 bursts	Major
H&K 23E	15	Autofire 3	Limited Shots 1 Static	Bipod	GC Autofire	19.2 lb/8.8 kg	100; 10 bursts	Major
Israeli Negev	15	Autofire 3	Limited Shots 1 Static	Bipod	GC Autofire	16.7 lb/7.6 kg	150; 15 bursts	Major
SA80/L86A1 LSW	15	Autofire 3	Limited Shots 1 Static	Bipod	GC Autofire	11.7 lb/5.4 kg	30; 6 bursts	Major
MG34	15	Autofire 3	Limited Shots 1 Static	Bipod	GC Autofire	26.5 lb/12.1 kg	75; 10 bursts	Major
MG42/MG3	15	Autofire 3	Limited Shots 1 Static	Bipod	GC Autofire	25.3 lb/11.5 kg	250; 15 bursts	Major
Stoner 63 GPMG	15	Autofire 3	Limited Shots 1 Static	-	GC Autofire	12.2 lb/5.6 kg	30; 6 bursts	Major

Heavy Ordnance – Heavy Machinegun (2)

Weapon	Dmg	Abilities	Disabilities	Features	Skill	Weight	Ammo	Item
Browning M2HB	20	Accurate Autofire 3 Long Range	Limited Shots 1 Static Tripod	Tripod	GC Autofire	128 lb/58 kg	100; 10 bursts	Major
GE XM214 Minigun	10	Accurate Autofire 3 Spreading	Limited Shots 1 Static	-	GC Autofire	73 lb/33.2 kg	200; 20 bursts	Major

Heavy Ordnance – Anti-Material Rifles (8)

Weapon	Dmg	Abilities	Disabilities	Features	Skill	Weight	Ammo	Item
Barret M82A1	20	-	Limited Shots 1 Static	Scope Bipod	GC Rifle	28.5 lb/12.9 kg	10	Major
Barret M98	20	-	Limited Shots 1 Static	Scope Bipod	GC Rifle	15.4 lb/7 kg	10	Major
Styer AMR	20	-	Limited Shots 2 Static	Scope Bipod	GC Rifle	40 lb/18 kg	5	Major
Maadi-Griffin MG6	20	-	Limited Shots 2 Static	Scope Bipod	GC Rifle	23 lb/10.5 kg	5	Major
Harris Gunworks M96	20	-	Limited Shots 2 Static	Scope Bipod	GC Rifle	25 lb/11.3 kg	5	Major
Mechem NTW	40	-	Limited Shots 2 Static	Scope Bipod	GC Rifle	57.5 lb/26 kg	3	Major
14.5mm PTRS41	20	-	Limited Shots 2 Static	Scope Bipod	GC Rifle	44.7 lb/20.3 kg	5	Major
Technika Magnum 96 D.	20	-	Limited Shots 2 Static	Scope Bipod	GC Rifle	57.4 lb/26 kg	5	Major

Heavy Ordnance – Other (11)

Weapon	Dmg	Abilities	Disabilities	Features	Skill	Weight	Ammo	Item
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H&K HK96	30	Area Effect Penetrating	Inaccurate Limited Shots 3	-	HW Gunnery	5.8 lb/2.6 kg	1	Major
M79 Grenade Launcher	30	Area Effect Penetrating	Inaccurate Limited Shots 3	-	HW Gunnery	6.5 lb/2.9 kg	1	Major
M203 Grenade Launcher	30	Area Effect Penetrating	Inaccurate Limited Shots 3	-	HW Gunnery	3 lb/1.3 kg	1	Major
Grenade Launcher Gun	30	Area Effect Penetrating	Inaccurate Limited Shots 1 Static Tripod	-	HW Gunnery	75 lb/34 kg	50	Major
Rocket-Propelled Grenade	30	Area Effect Penetrating Long Range	Inaccurate Limited Shots 3 Static Slow	-	HW Launcher	28.6 lb/13 kg	1	Major
Rocket Launcher	30	Area Effect Penetrating Homing Long Range	Limited Shots 3 Static Slow	-	HW Launcher	19 lb/8.6 kg	1	Major
Light Anti-tank Weapon	30	Area Effect Penetrating Long Range	Inaccurate Limited Shots 3 Slow Static	-	HW Launcher	5.5 lb/2.5 kg	1	Major
'Stinger' Rocket Launcher	30	Area Effect Penetrating Homing Long Range	Limited Shots 3 Static Slow	-	HW Launcher	34.5 lb/15.6 kg	1	Major
Flamethrower	30	Burning Spreading	Limited Shots 1 Short Range Static Volatile	-	HW Gunnery	50.6 lb/23 kg	6	Major
M224 60mm Mortar	30	Area Effect Penetrating	Limited Shots 3 Inaccurate Static Slow Tripod	-	HW Artillery	46.5 lb/21 kg	1	Major
M252 81mm Mortar	60	Area Effect Penetrating Long Range	Limited Shots 3 Inaccurate Static Slow Tripod	-	HW Artillery	89 lb/40 kg	1	Major

BESM: Firearms with Hot Rods & Gun Bunnies

During the whole process of writing this project up, I have tried to make this sourcebook and Hot Rods & Gun Bunnies (HRGB) to mesh well together to lessen the chance of a problem occurring between them. The only advice I can give is this; use common sense when a problem pops up between the sourcebook and HRGB. When in doubt, go with HRGB because it was written by the people who made BESM and play-tested it to find all the problems within it.

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And of course the various other books and websites that I didn't catch the name of or can't remember.

If you find anything that I took from other sites or sources that I didn't mention here, please email me it. Thanks.